

# Design Project Figures

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Roman Boyarov

Apollinaire Mase

Adam Abdulhamid

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University of Virginia

## **Schematics and Symbols**

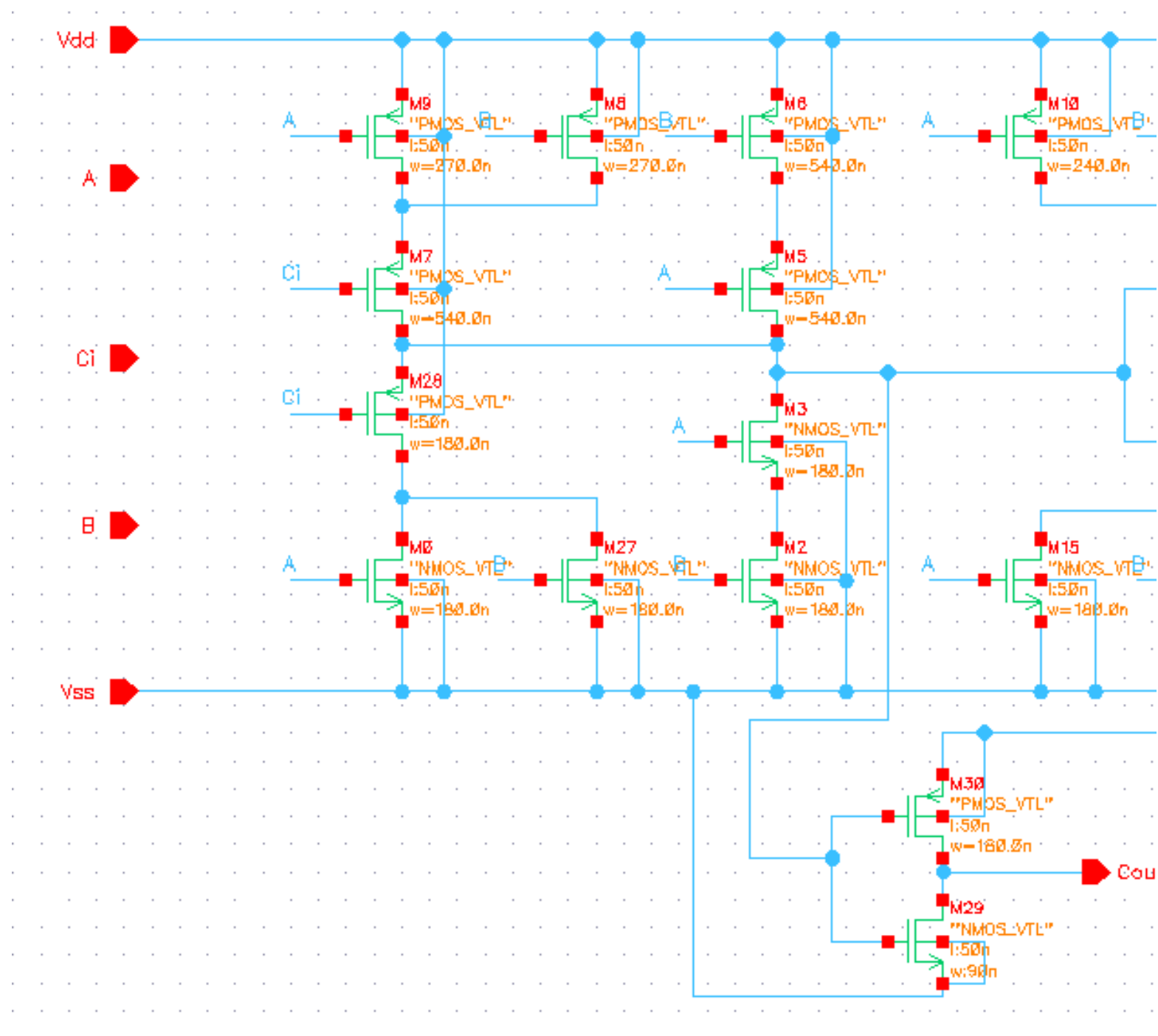


Figure 1 – 2 Bit Adder Schematic (Part 1 – Left side)

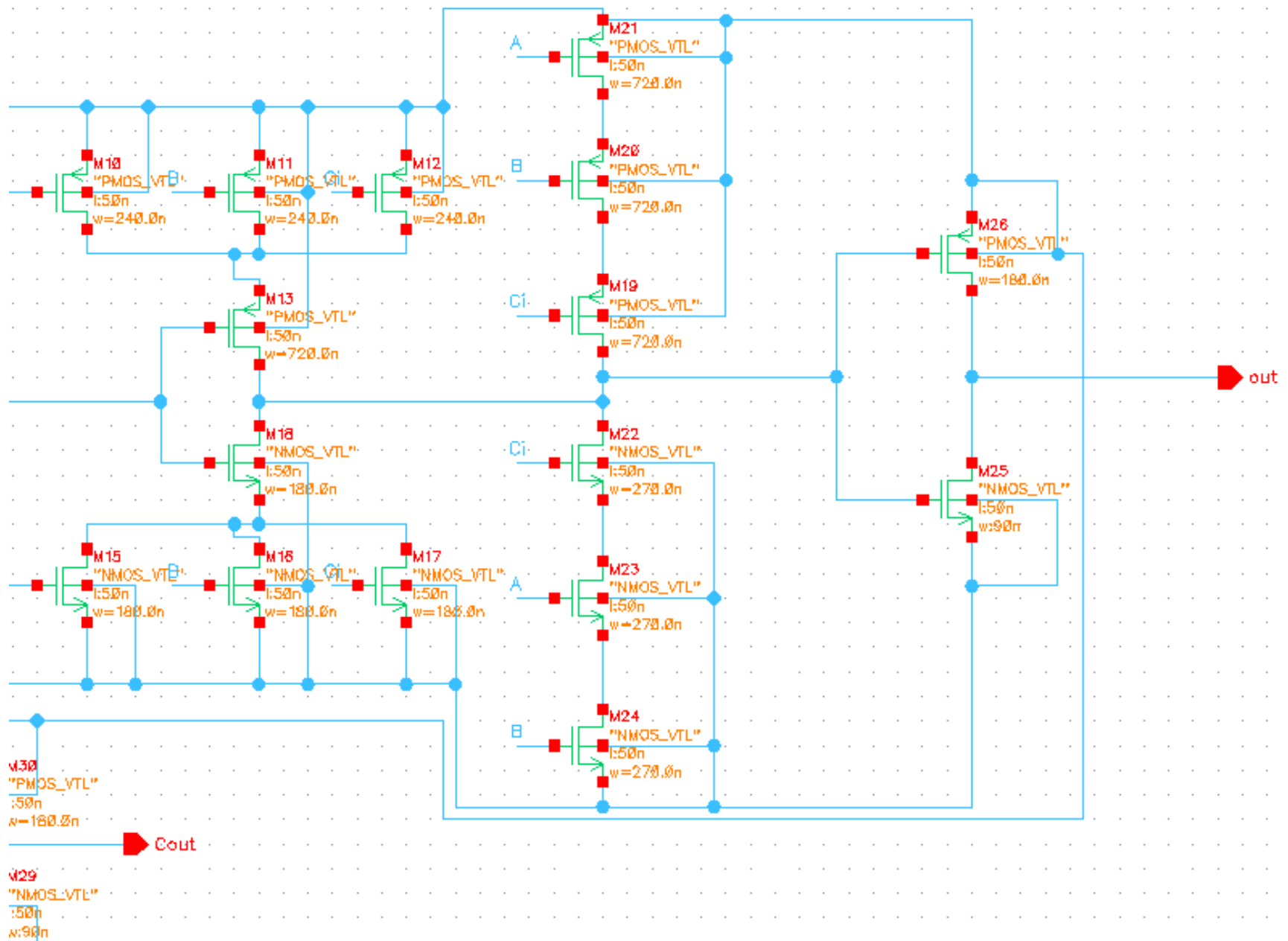
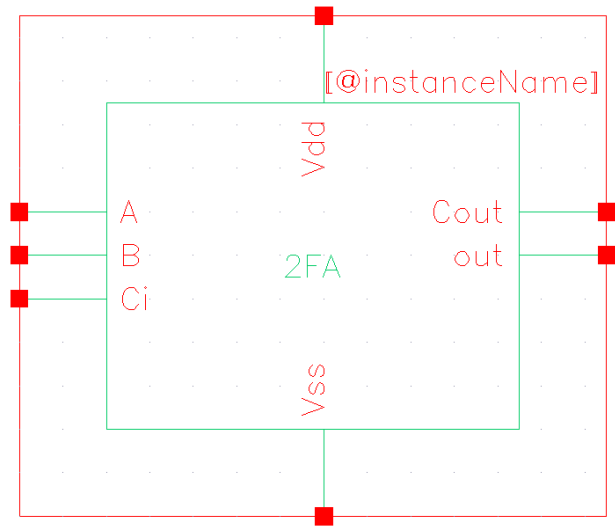


Figure 2 - 2 Bit Adder Schematic (Part 2 - Right side)



**Figure 3- 2 Bit Adder Symbol**

## 8bit Adder

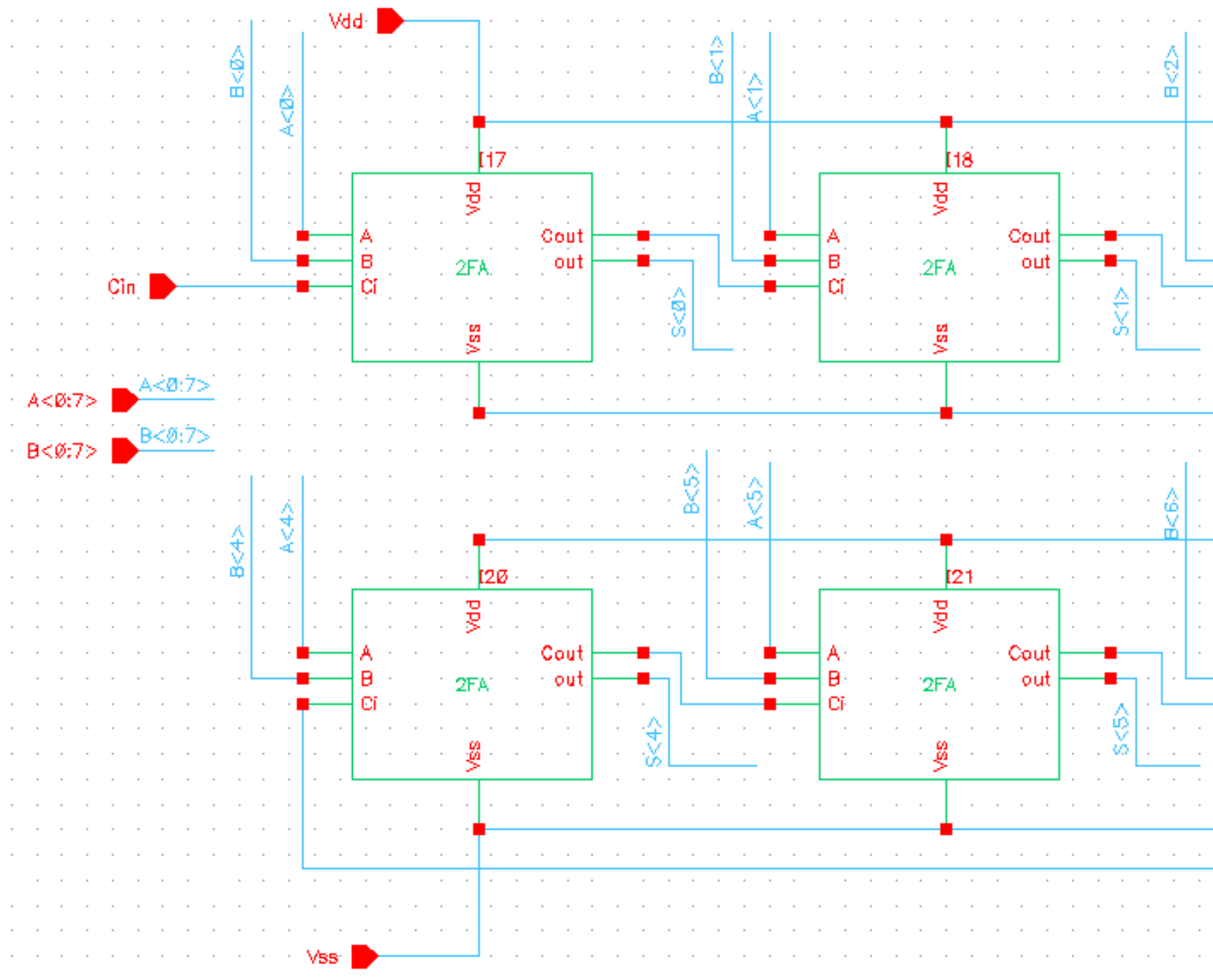


Figure 4 - 8 Bit Adder Schematic (Part 1 – Left side)

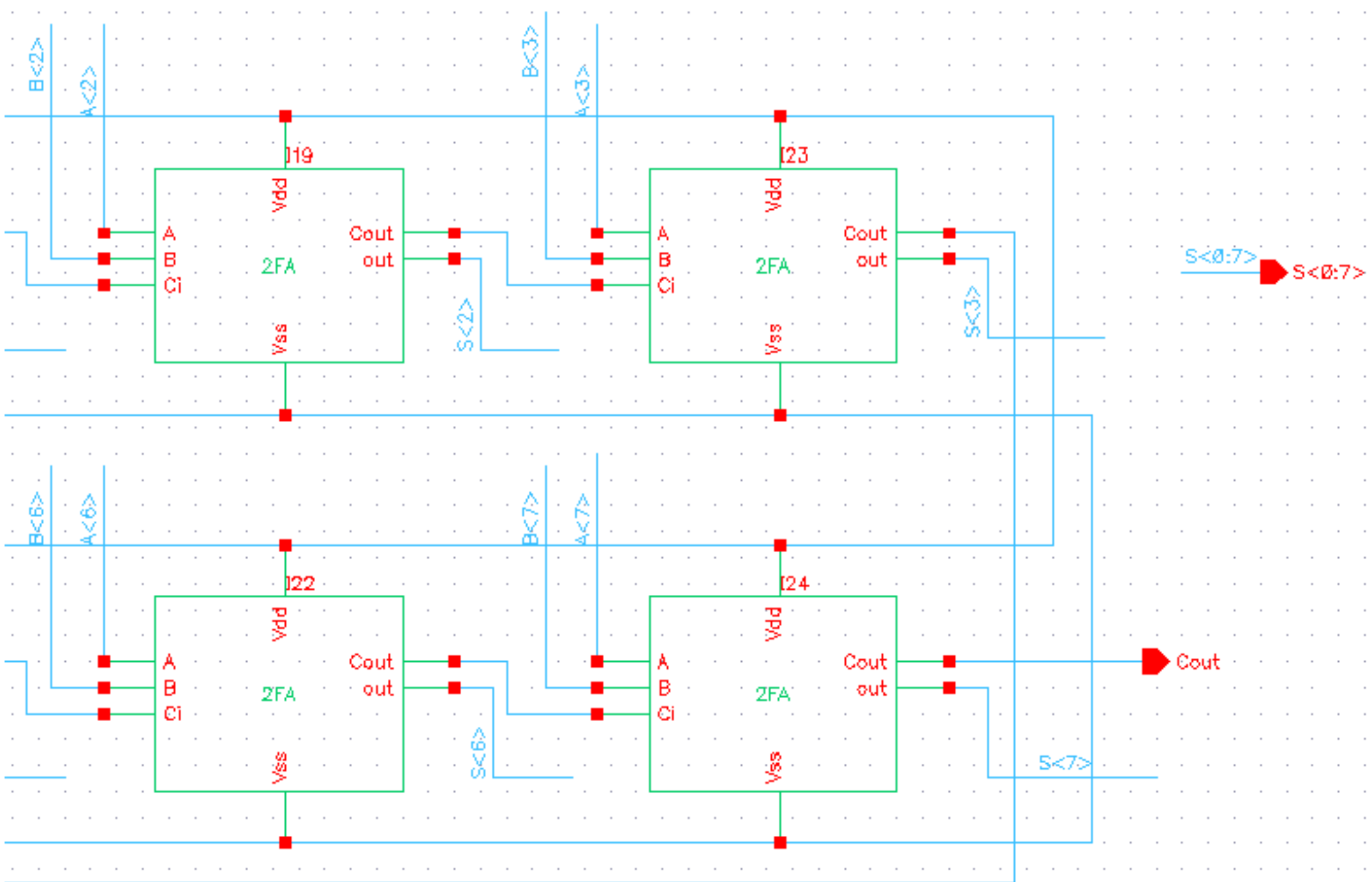


Figure 5 - 2 Bit Adder Schematic (Part 2 – Right side)

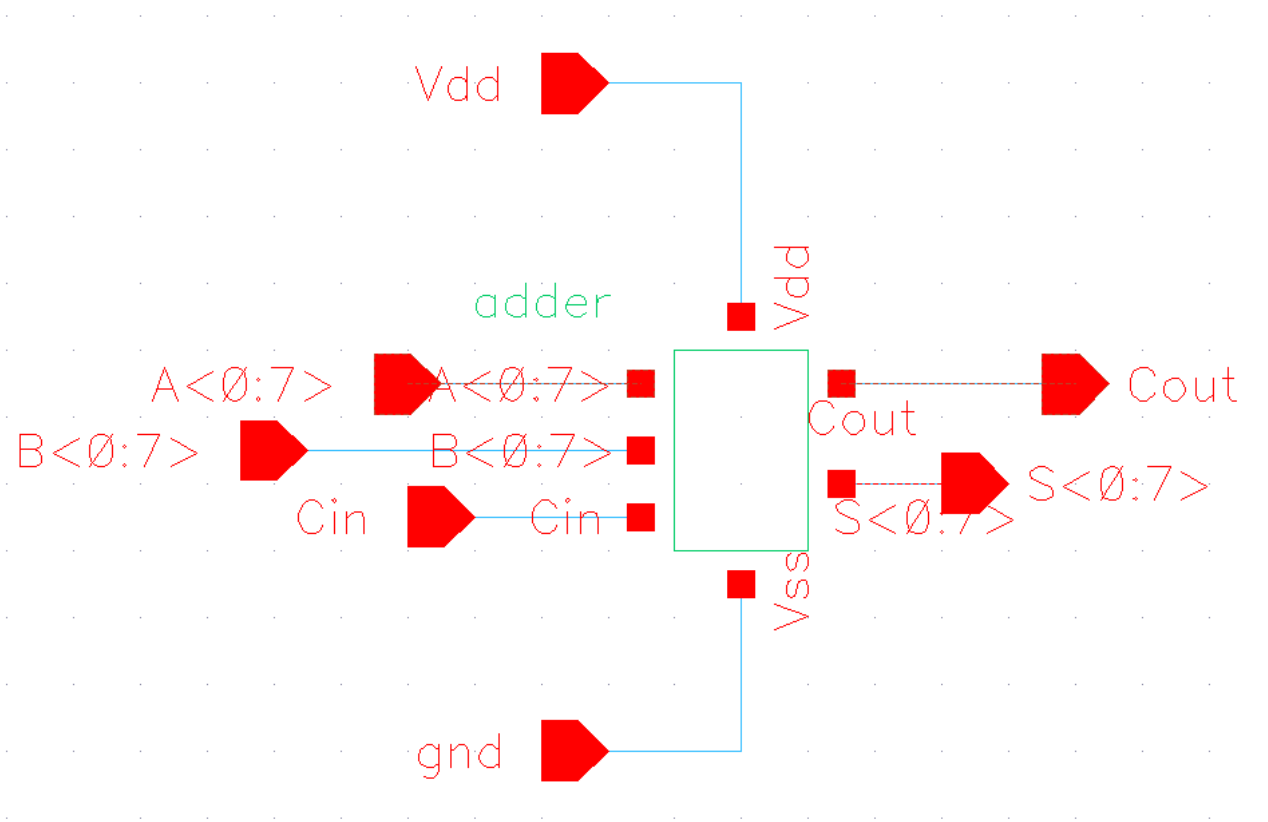


Figure 6 – 8 Bit Adder Symbol



# XOR

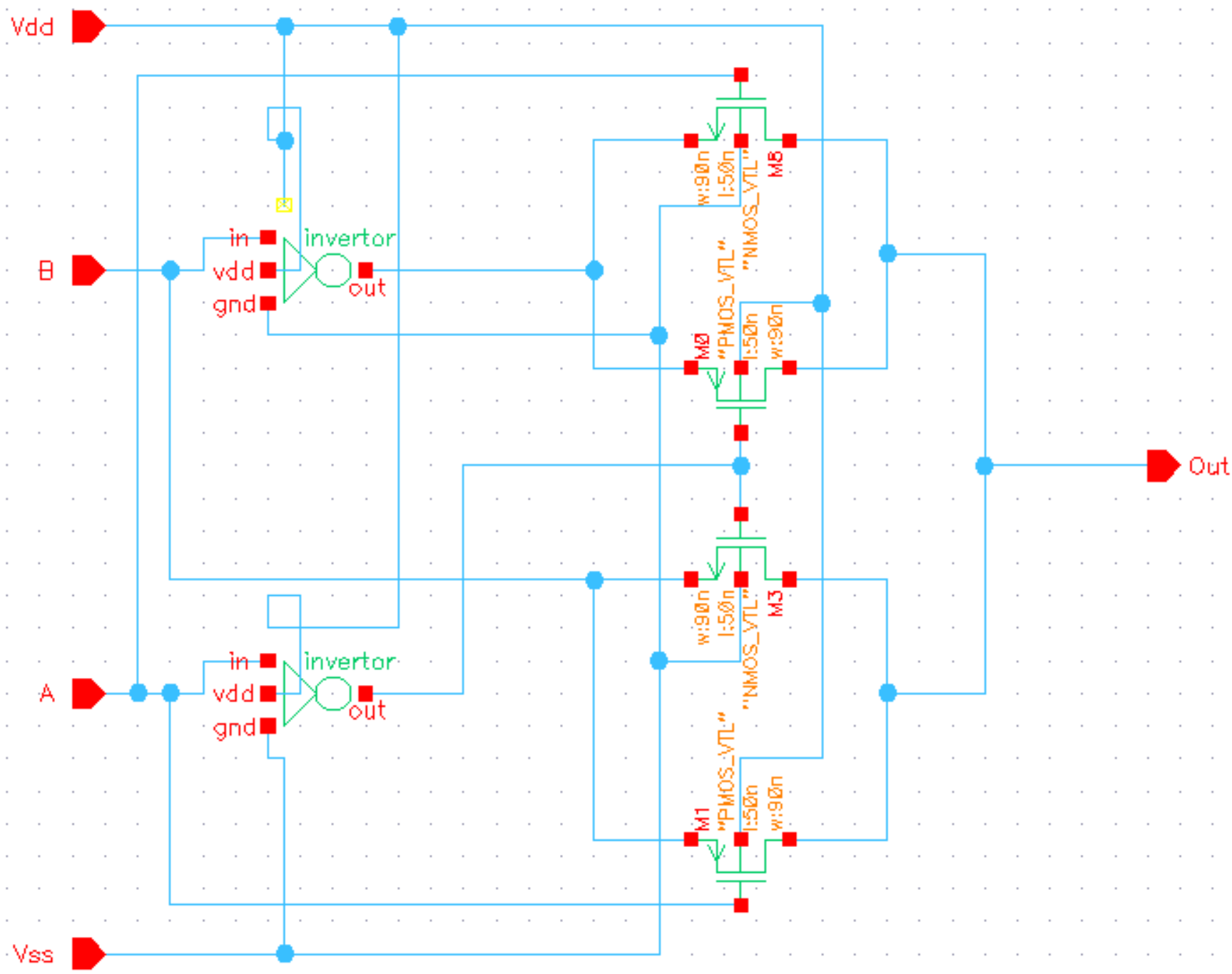


Figure 7 – XOR Schematic

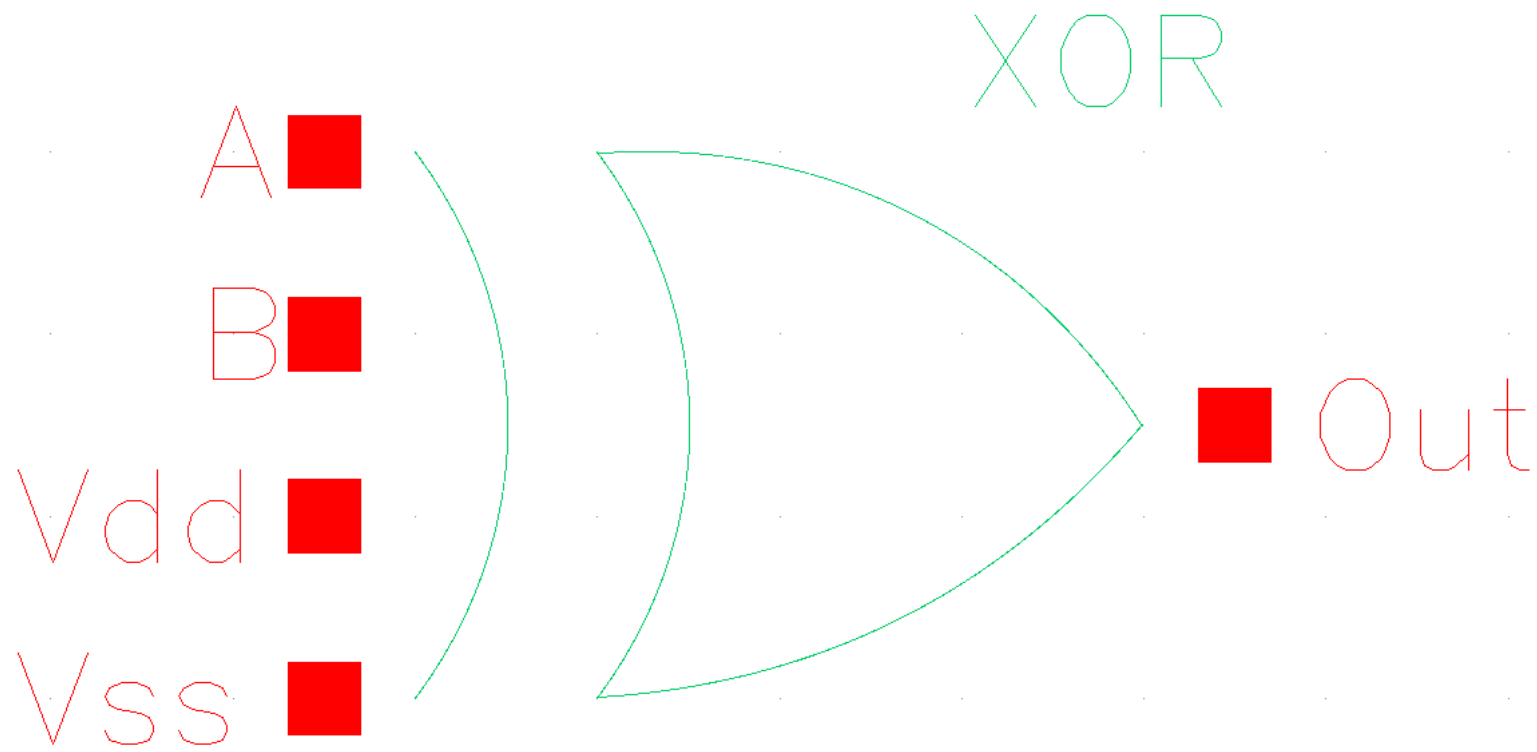


Figure 8 – XOR Symbol

AND (from NAND gate)

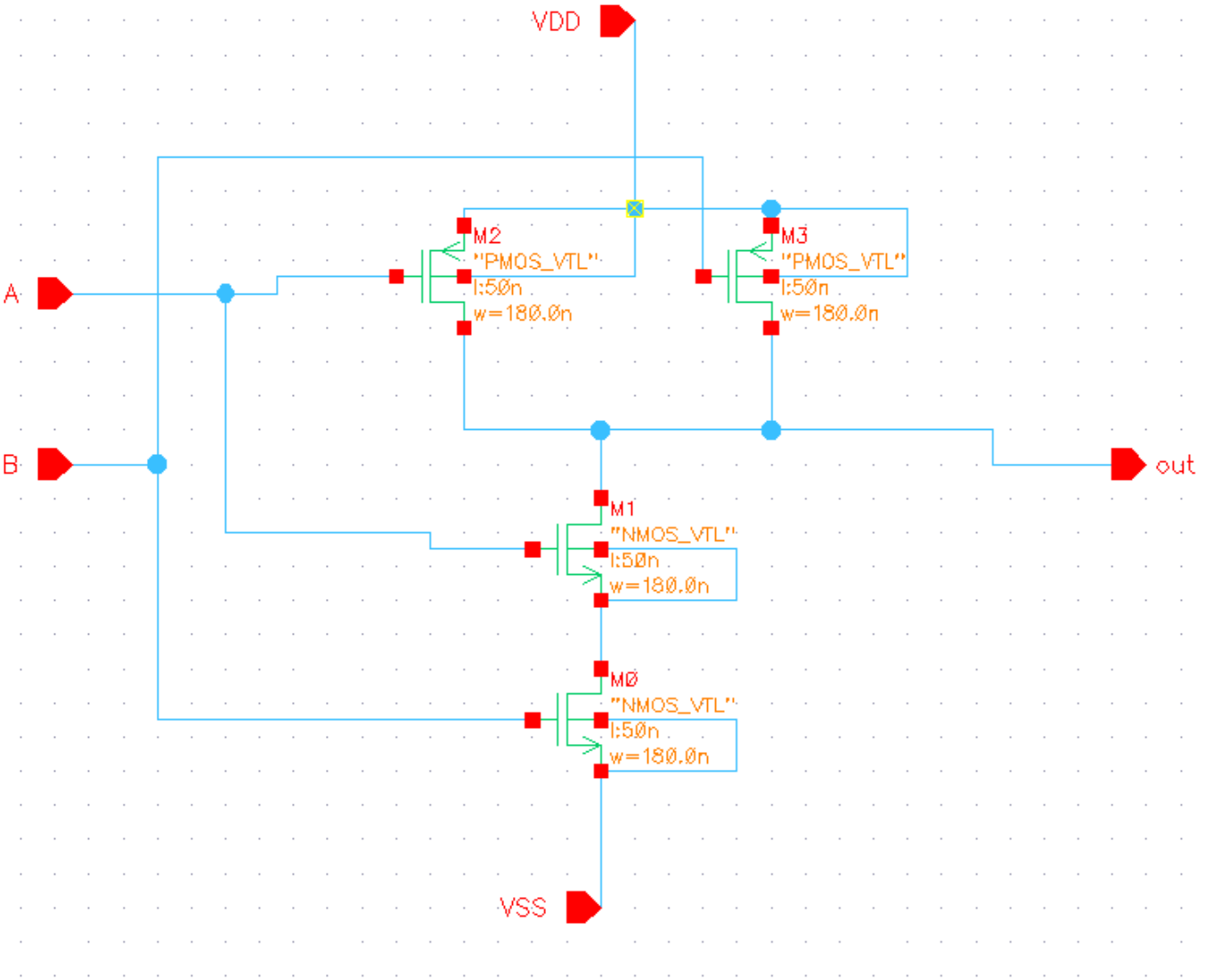


Figure 9 – NAND Schematic

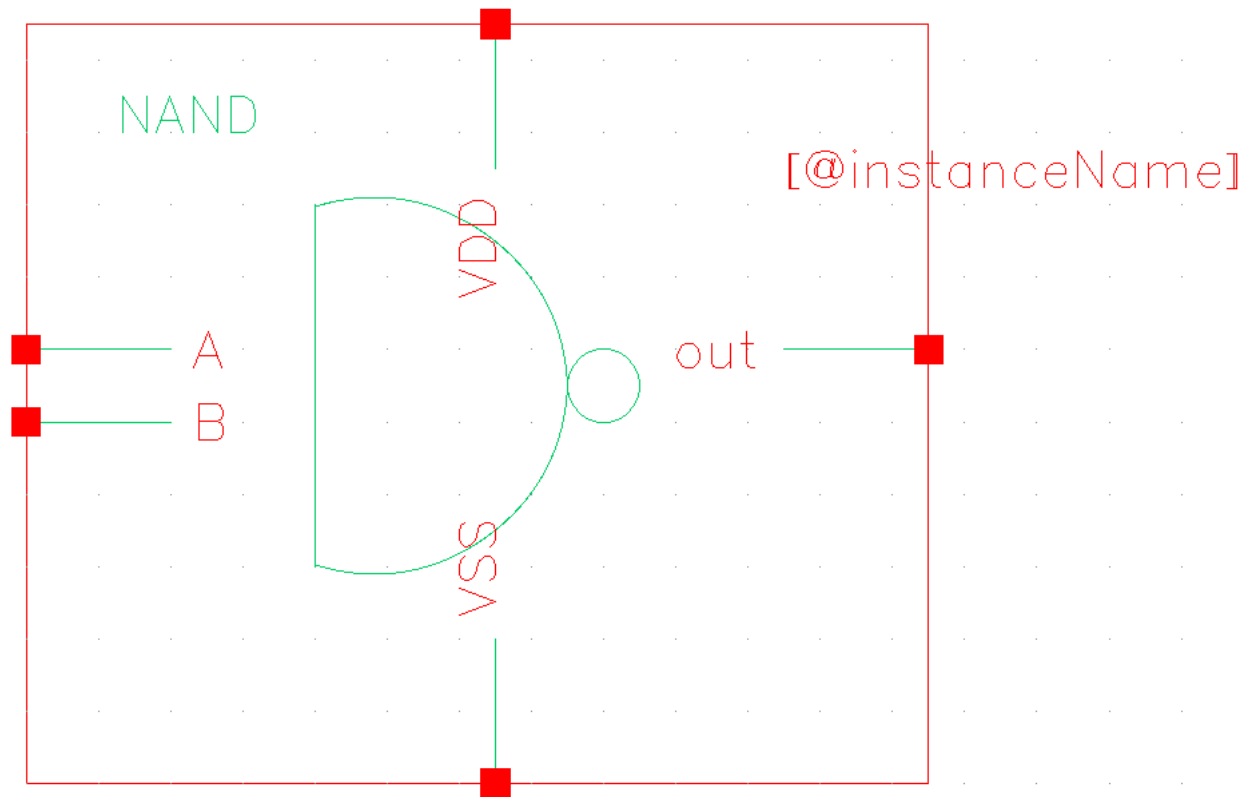


Figure 10 – NAND Symbol

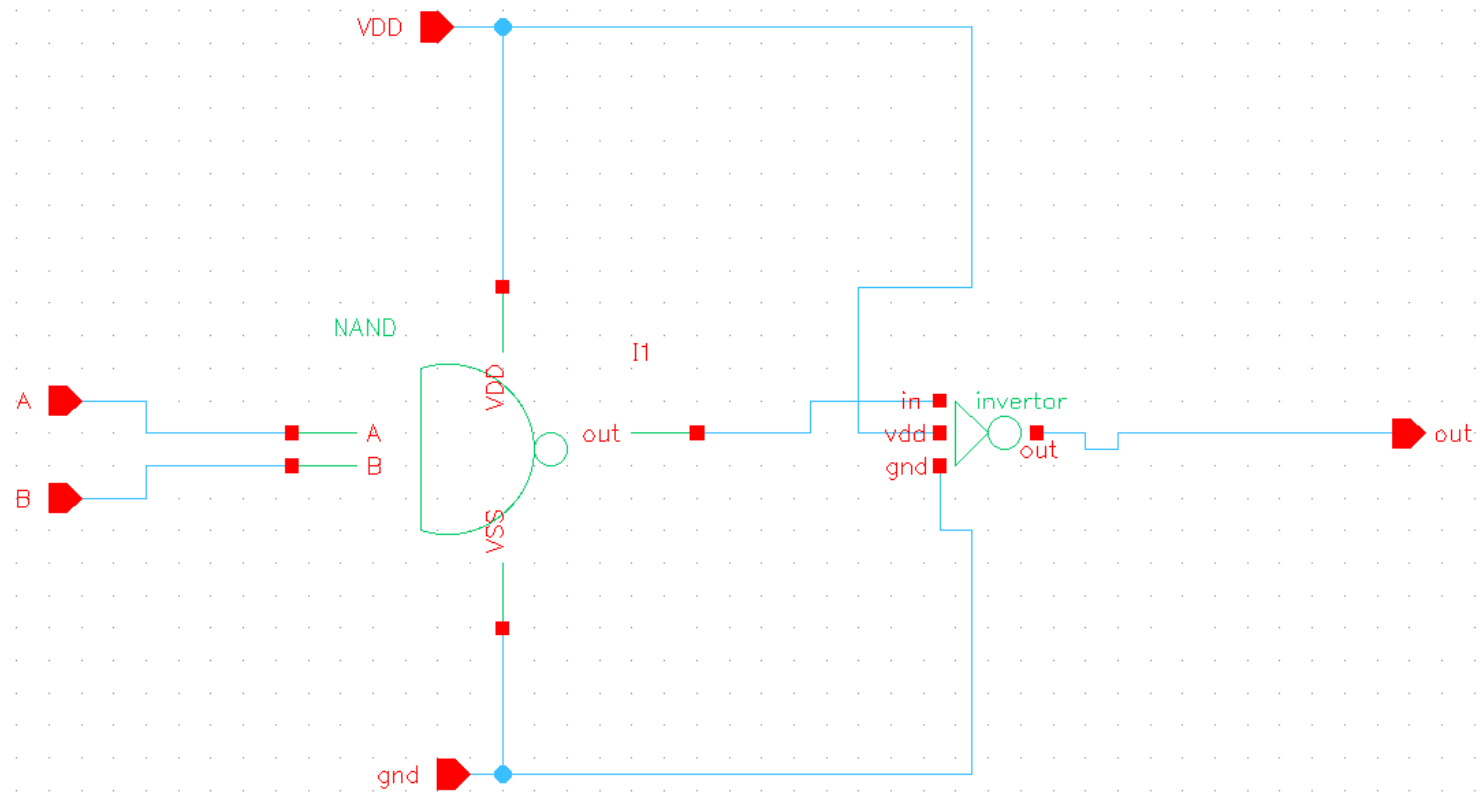


Figure 11 – AND Schematic (using NAND)

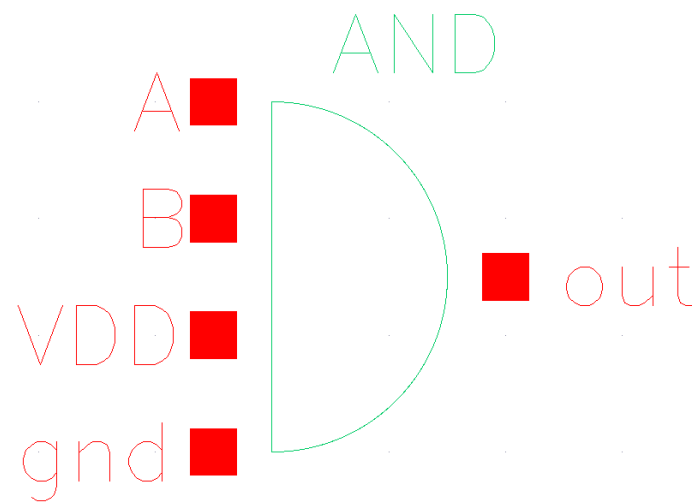


Figure 12 – AND Symbol

OR

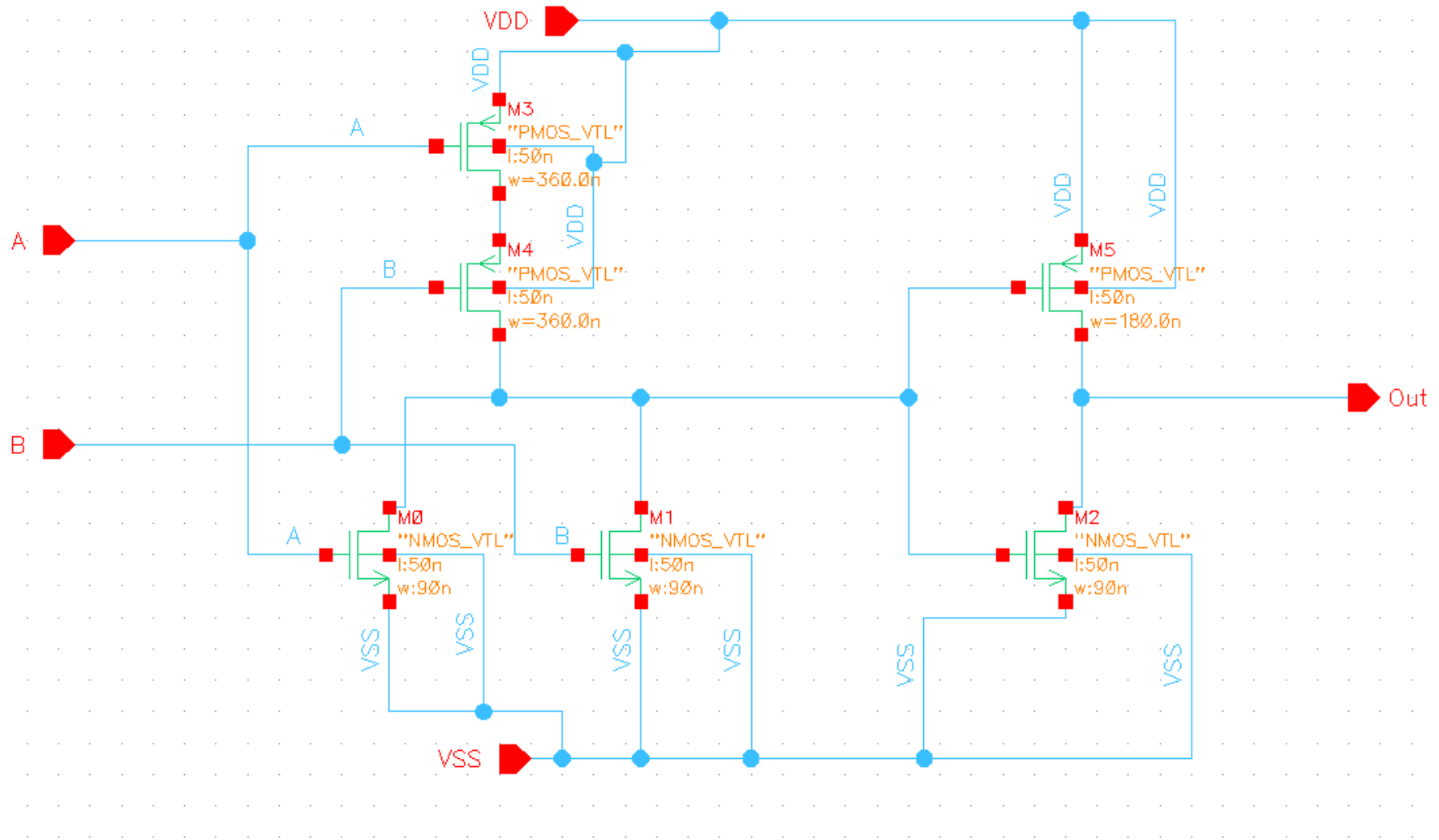


Figure 13 – OR Schematic

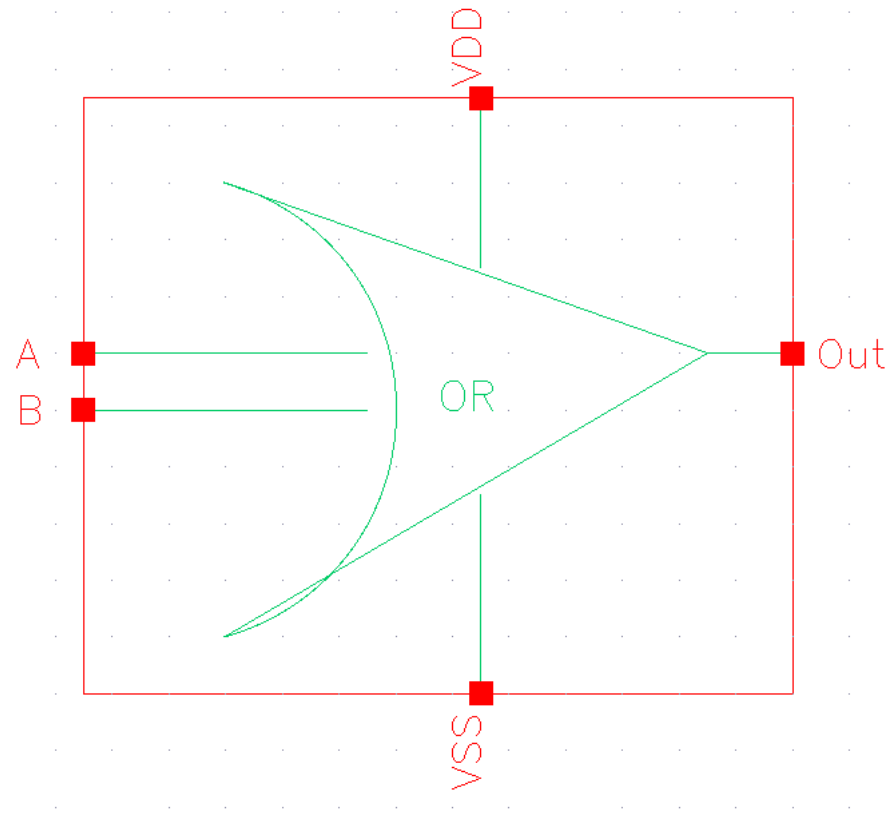


Figure 14 – OR Symbol

## Transmission Gate

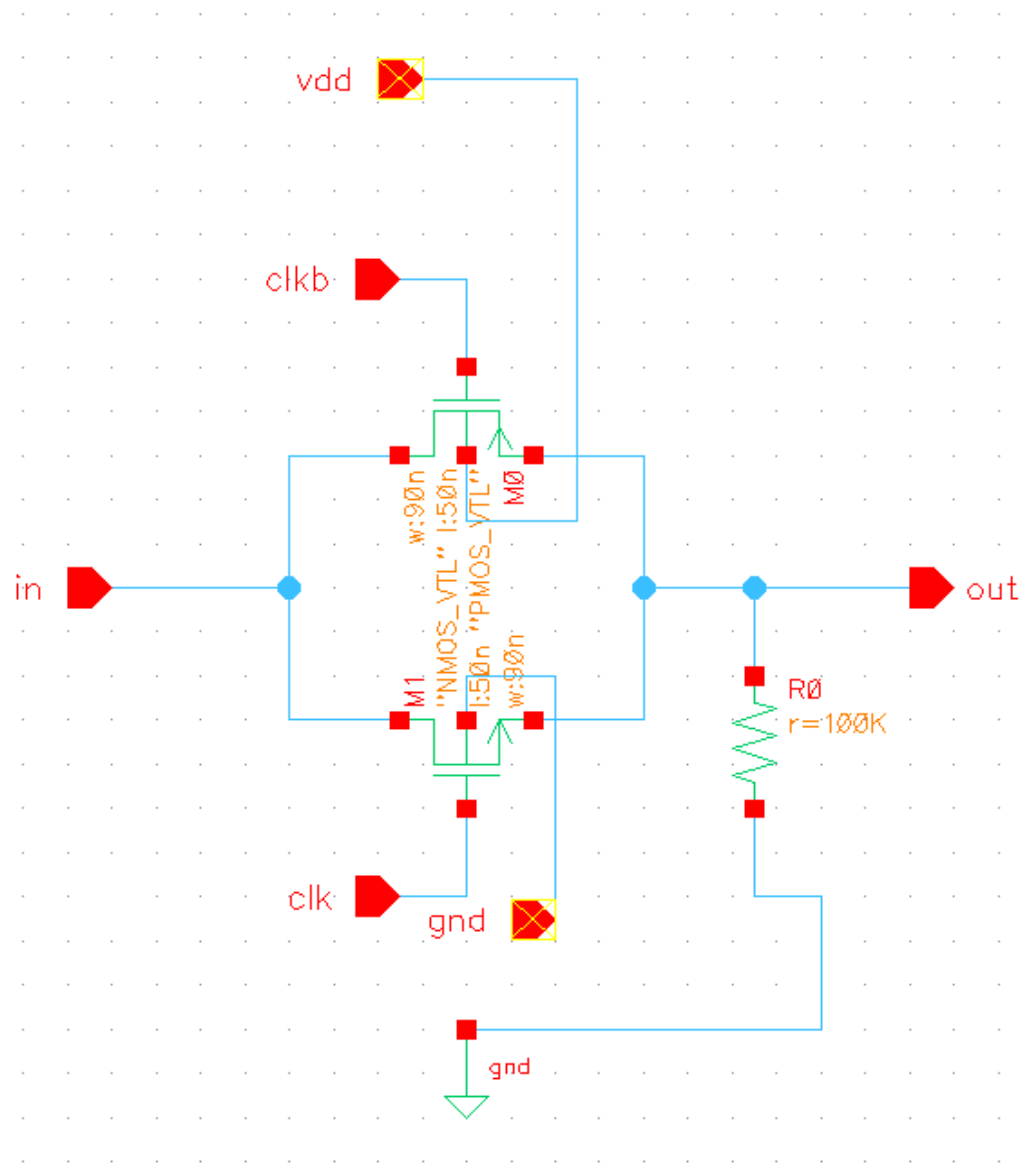


Figure 15 – Transmission Gate Schematic



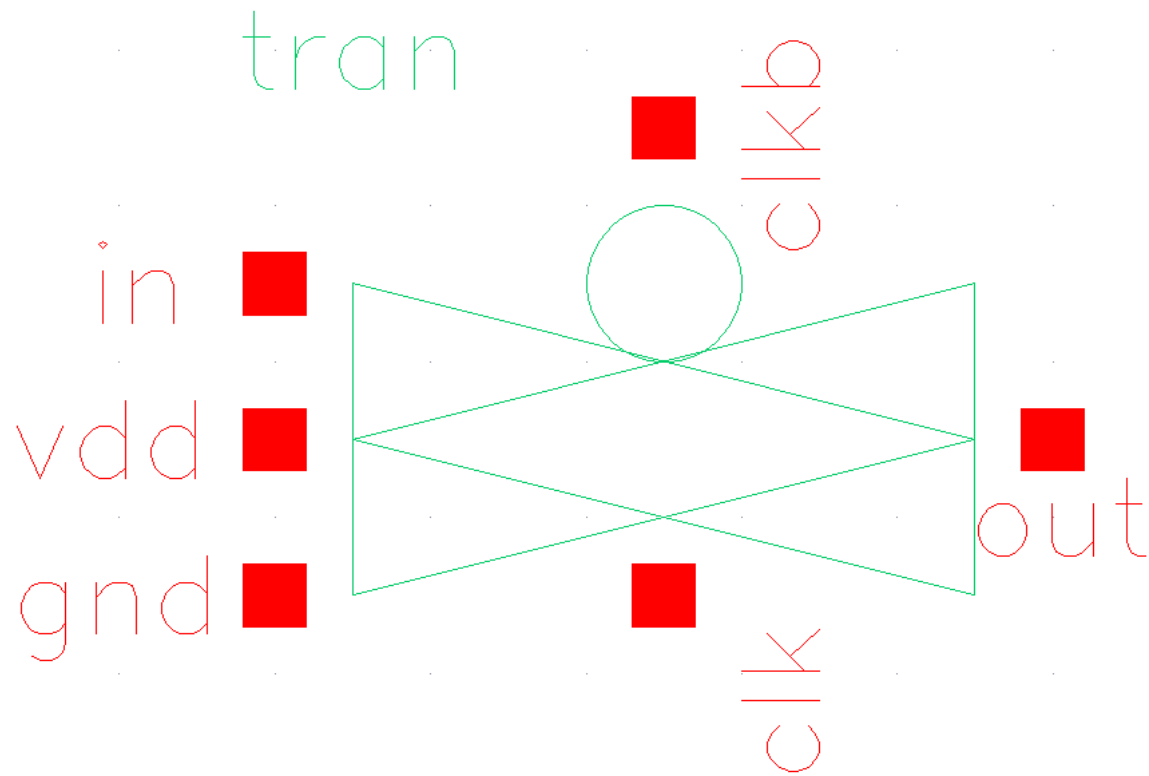


Figure 16 – Transmission Gate Symbol

## 8to1 MUX

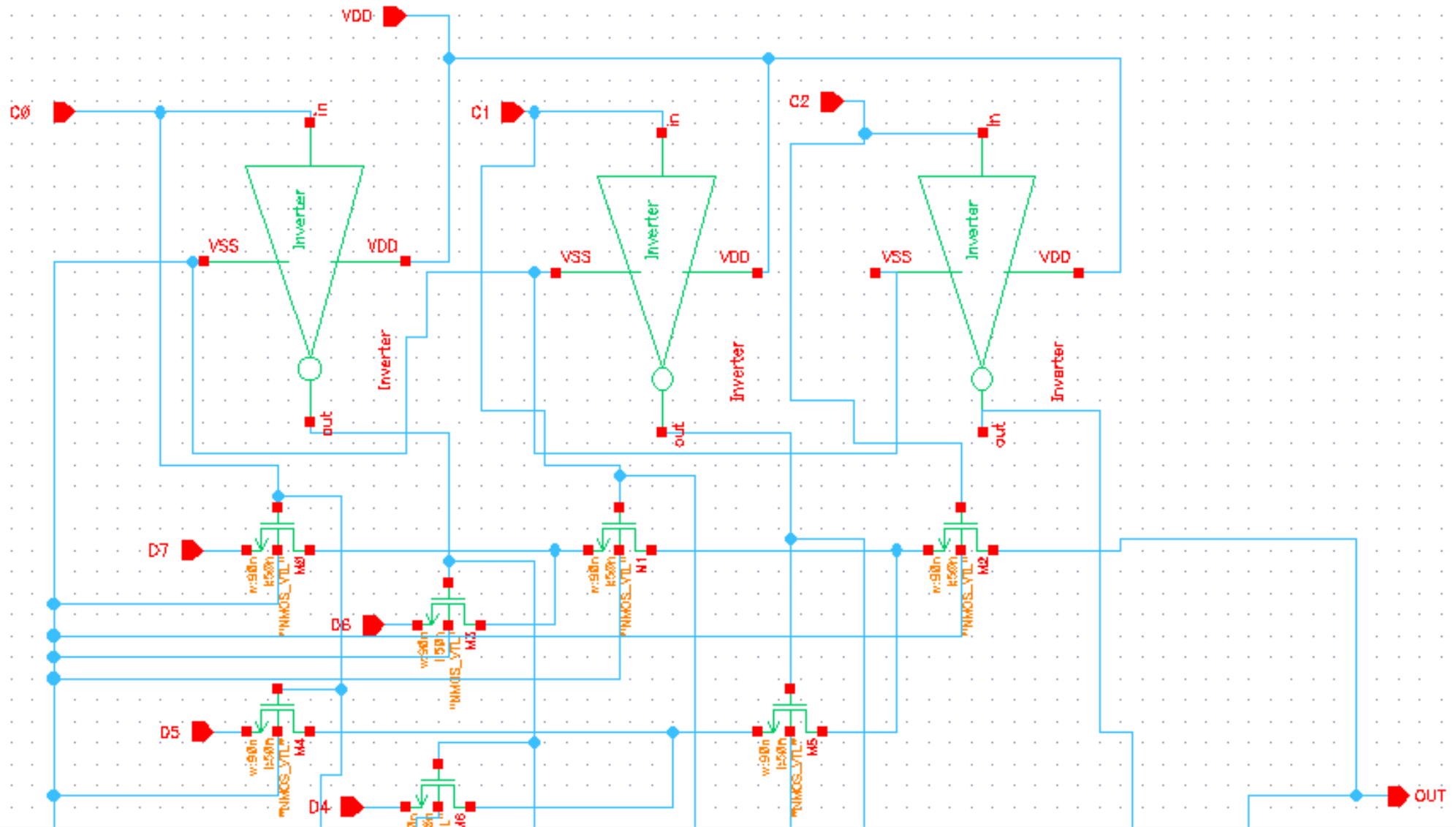


Figure 17 – 8to1 MUX Schematic (Part 1 – Top Half)

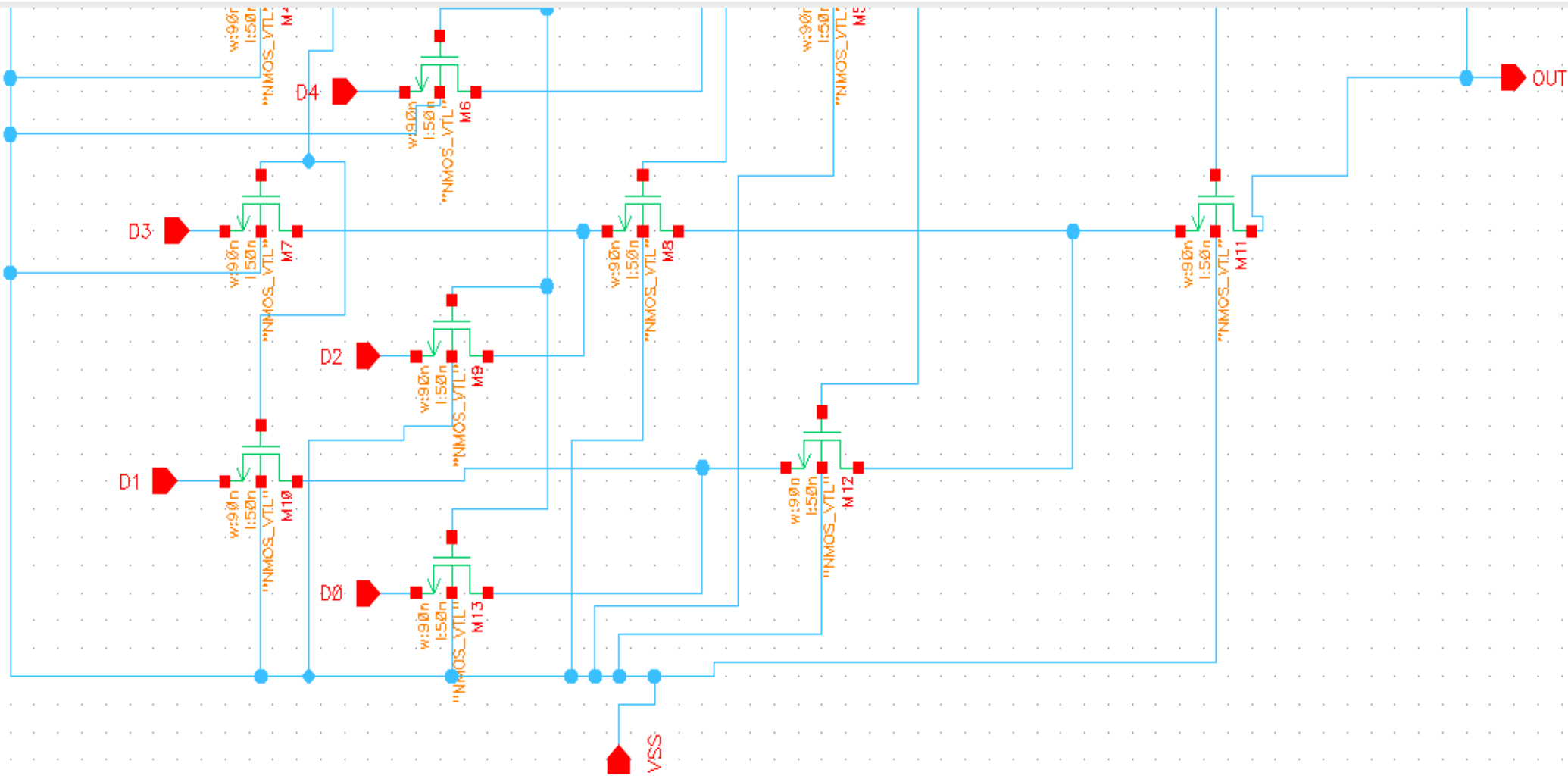


Figure 18 – 8to1 MUX Schematic (Part 2 – Bottom Half)

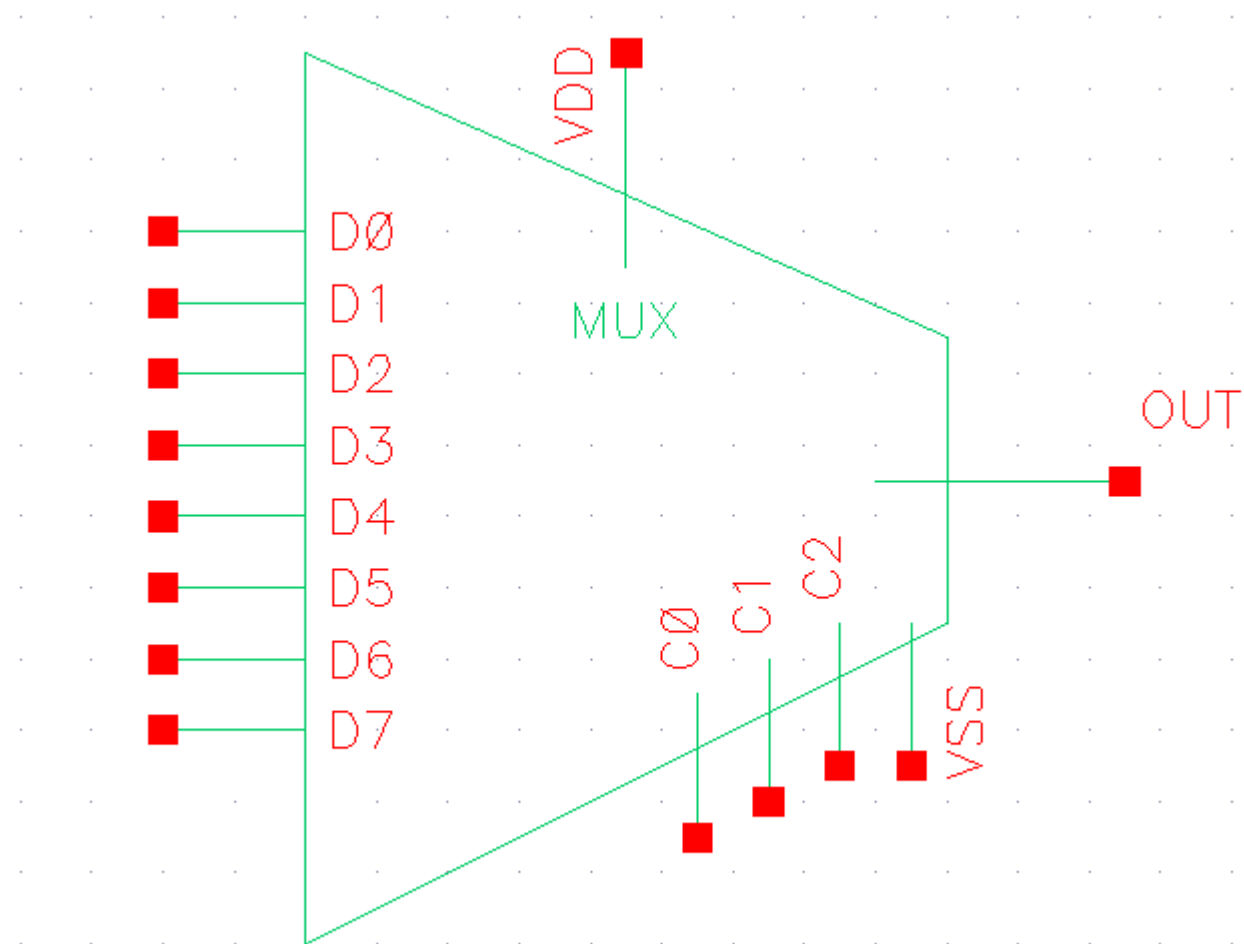


Figure 19 - 8to1 MUX Symbol

Functions of ALU (symbol called allGates)

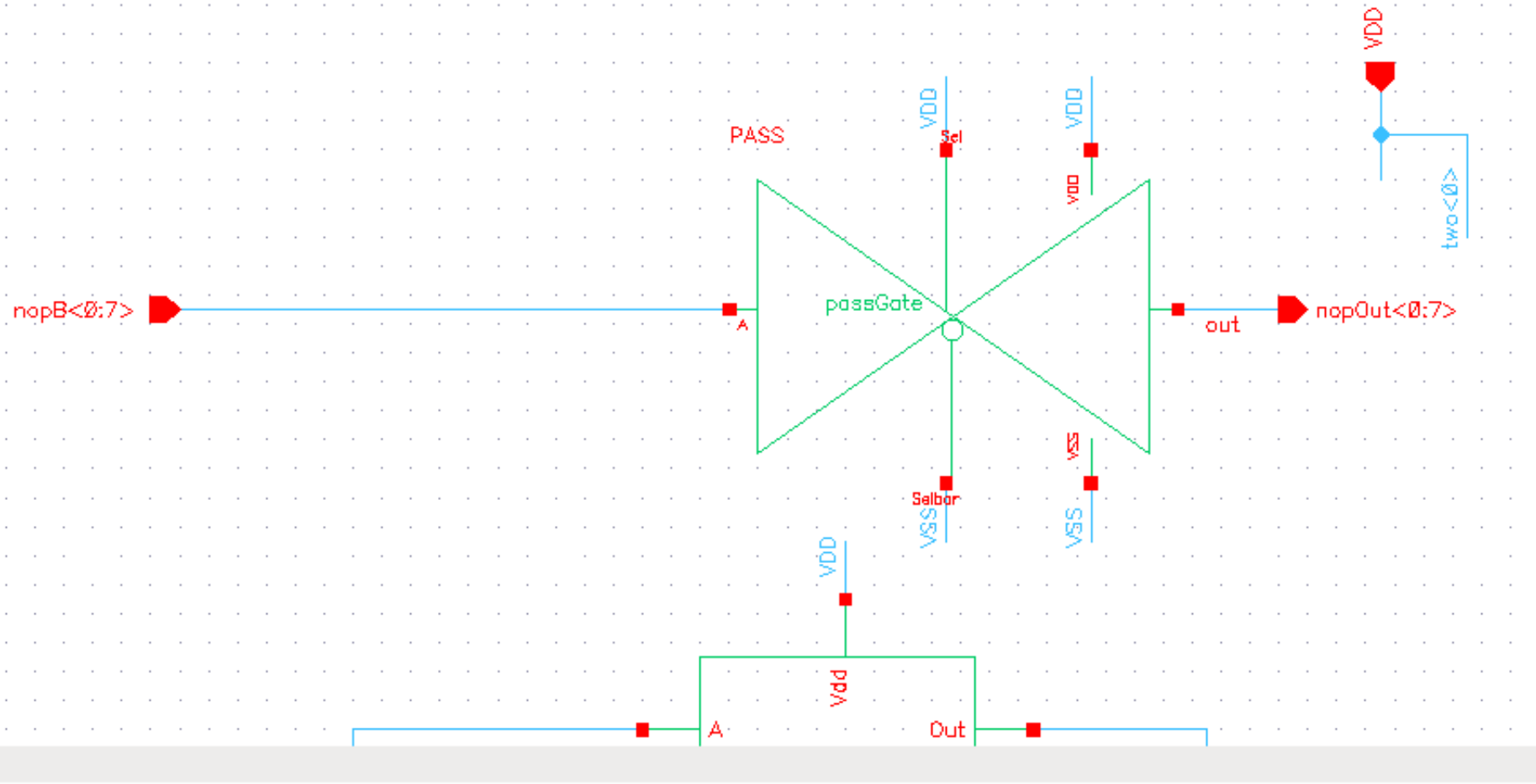


Figure 20 – allGates Schematic (Part 1)

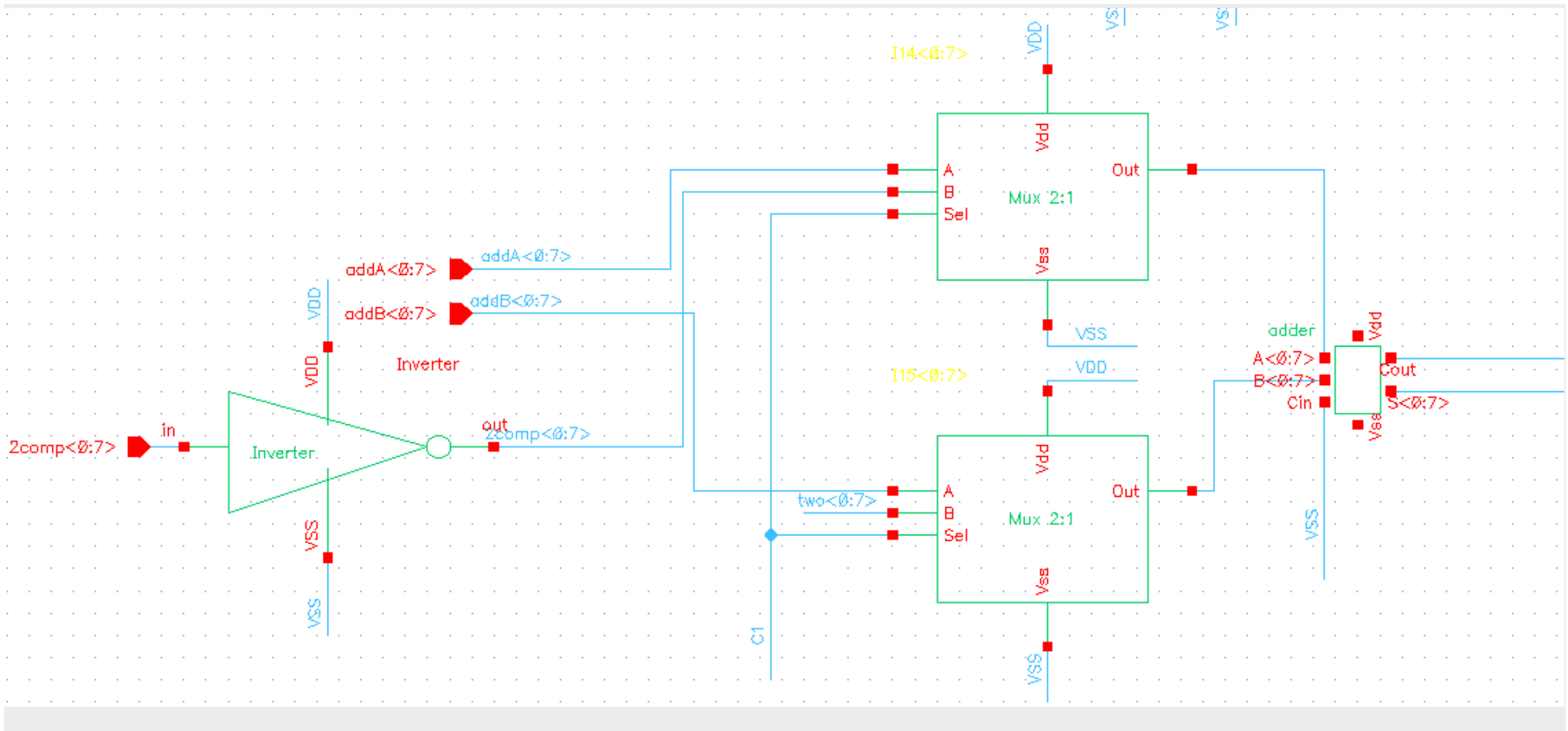


Figure 21 - allGates Schematic (Part 2)

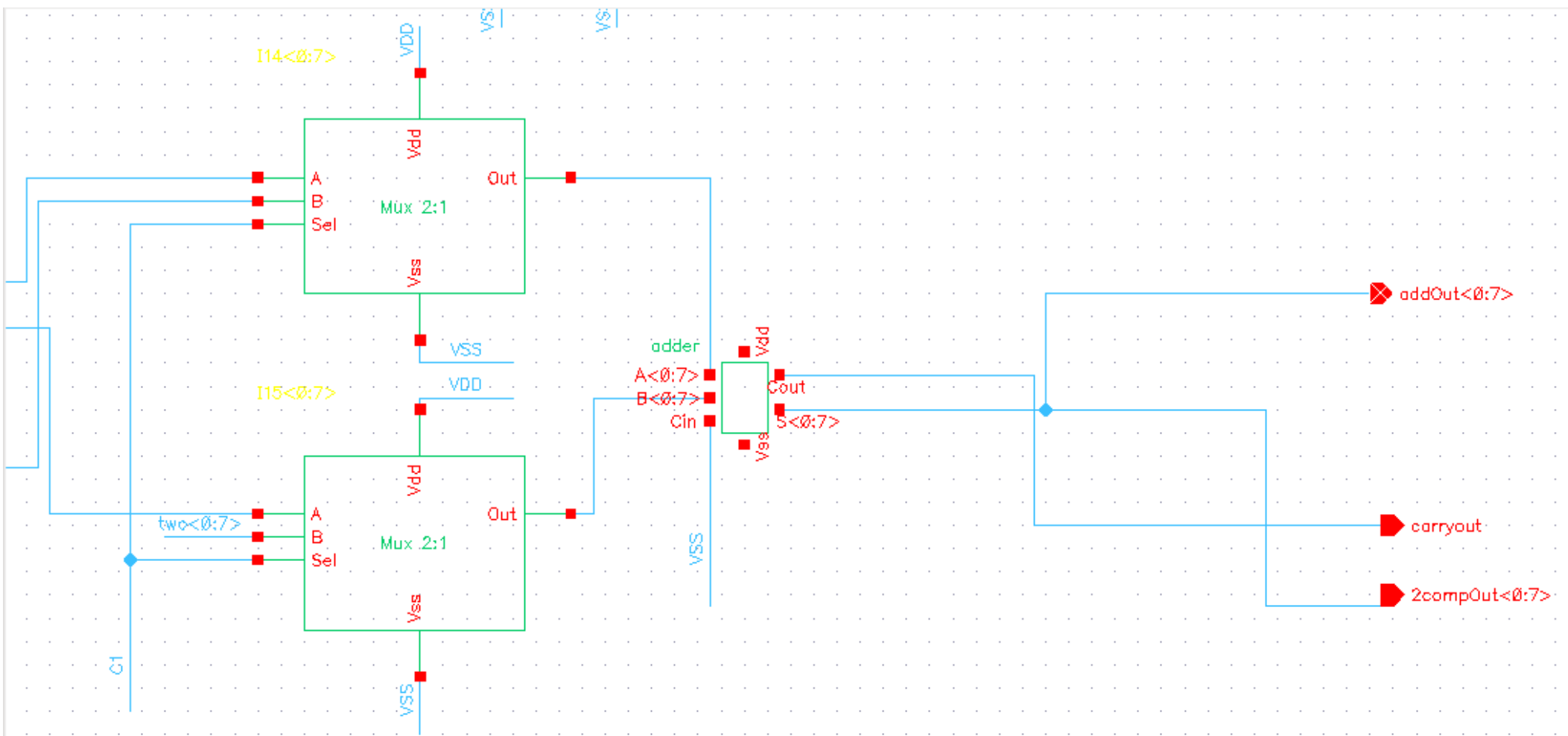


Figure 22 - allGates Schematic (Part 3)

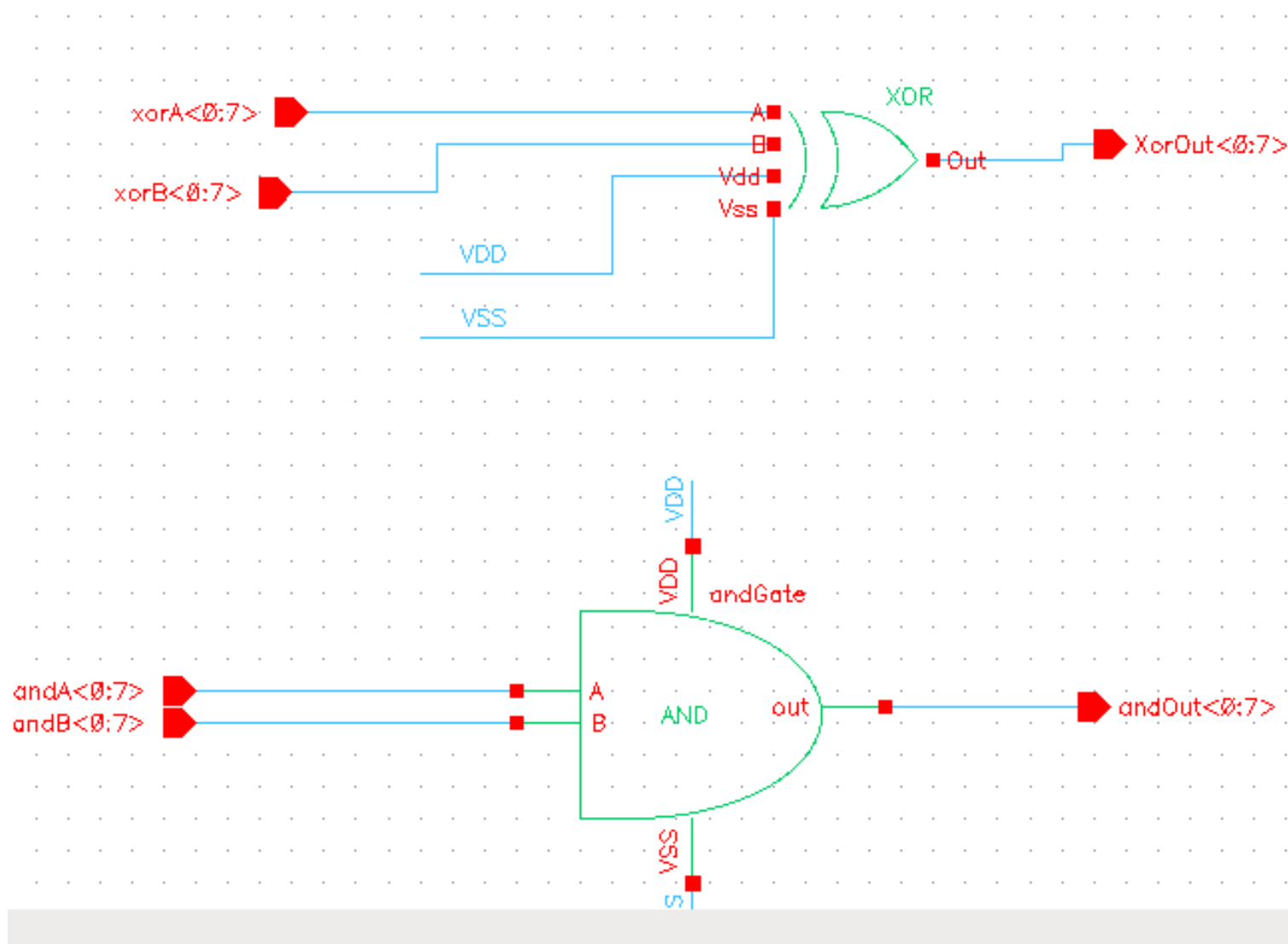


Figure 23 - allGates Schematic (Part 4)



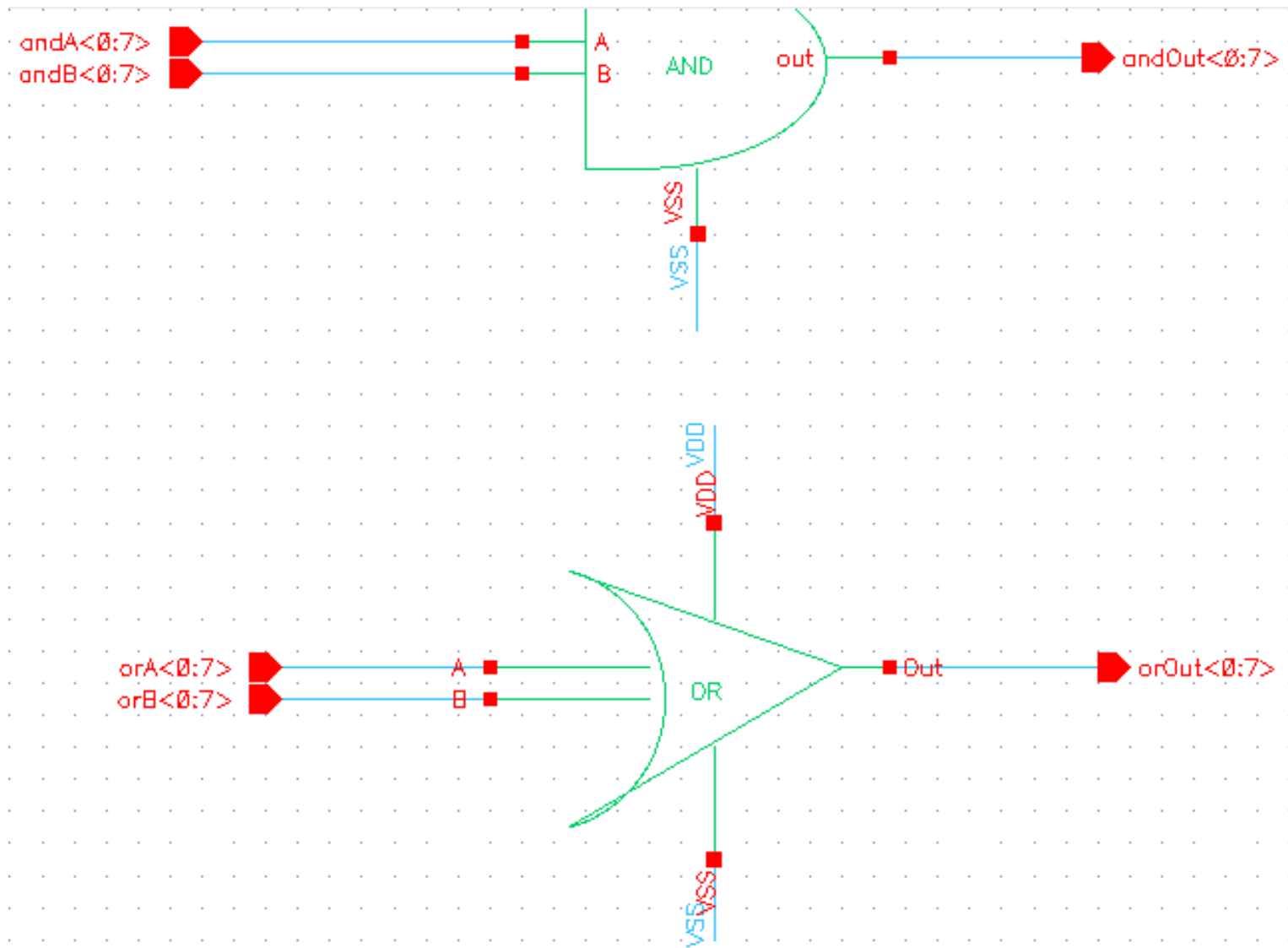


Figure 24 - allGates Schematic (Part 5)

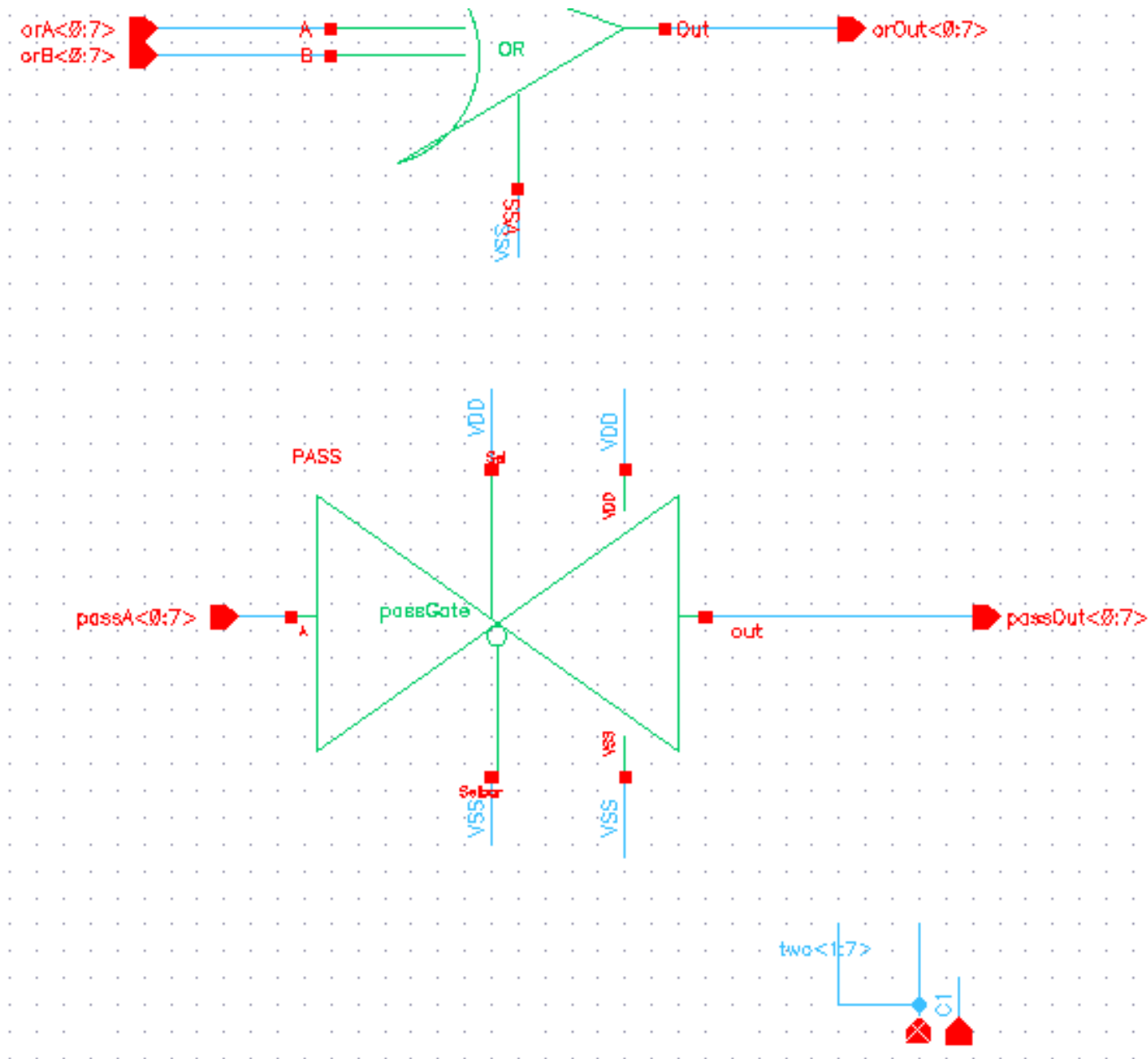


Figure 25 - allGates Schematic (Part 6)

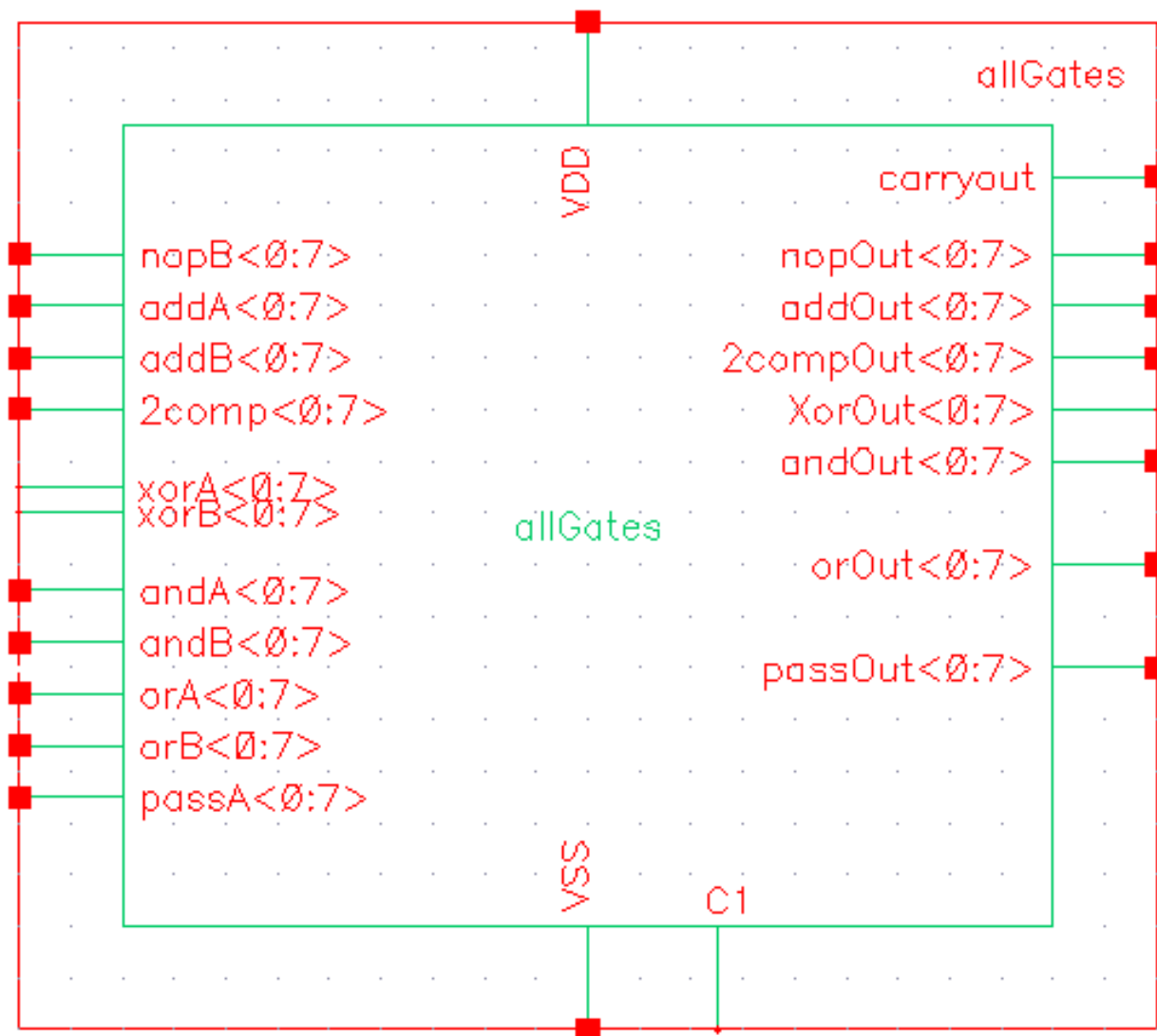


Figure 26 - allGates Symbol

# ALU

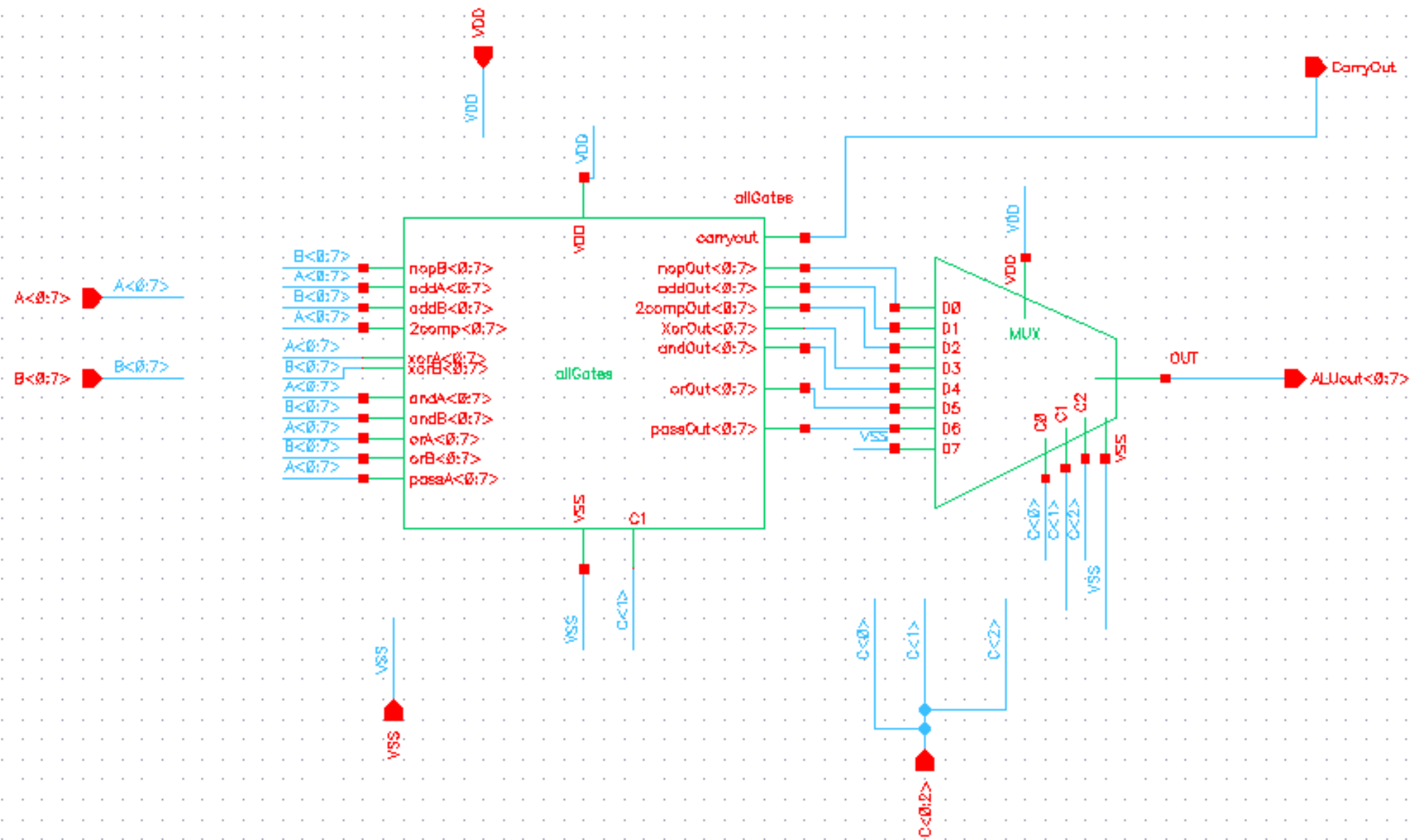


Figure 27 – ALU Schemati

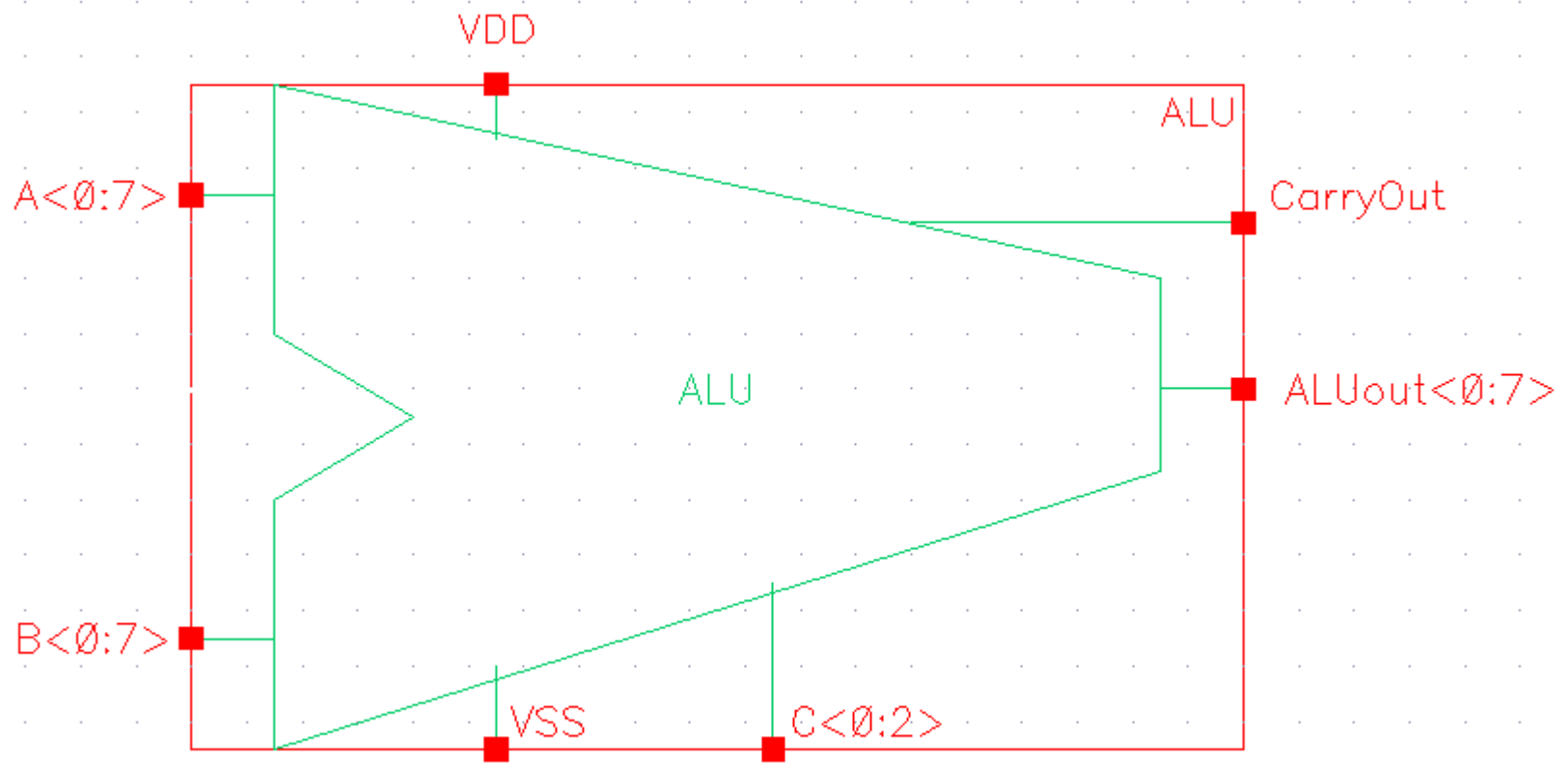


Figure 28 – ALU Symbol

Positive Edge Triggered Flip Flop

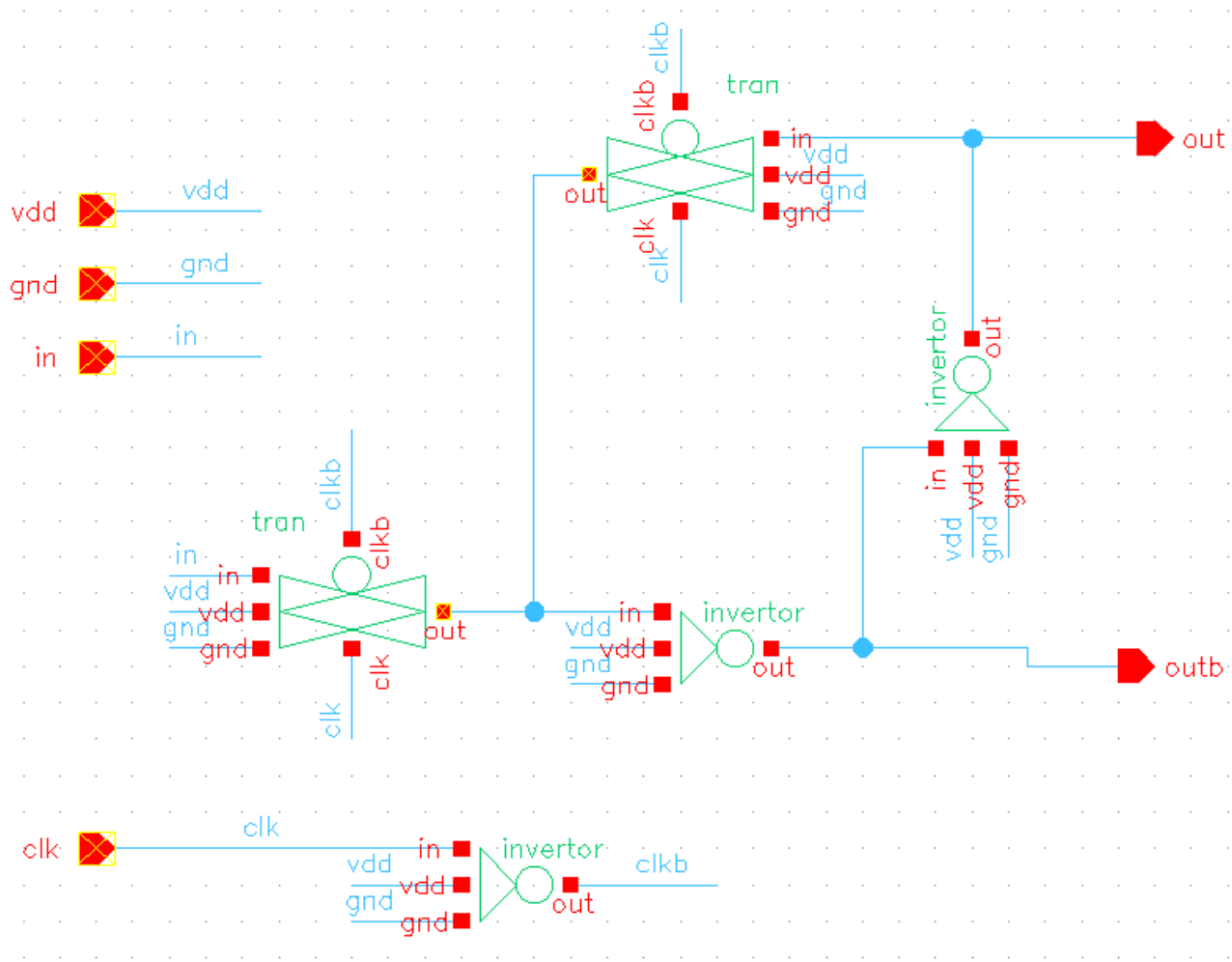


Figure 29 – Positive Edge Triggered Flip Flop Schematic

# Pos Flip Flop

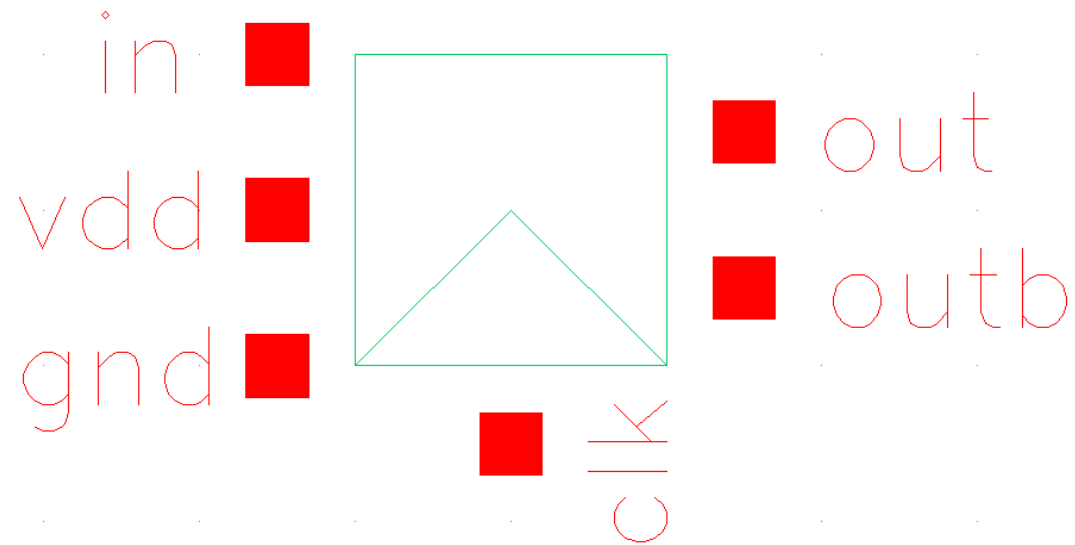
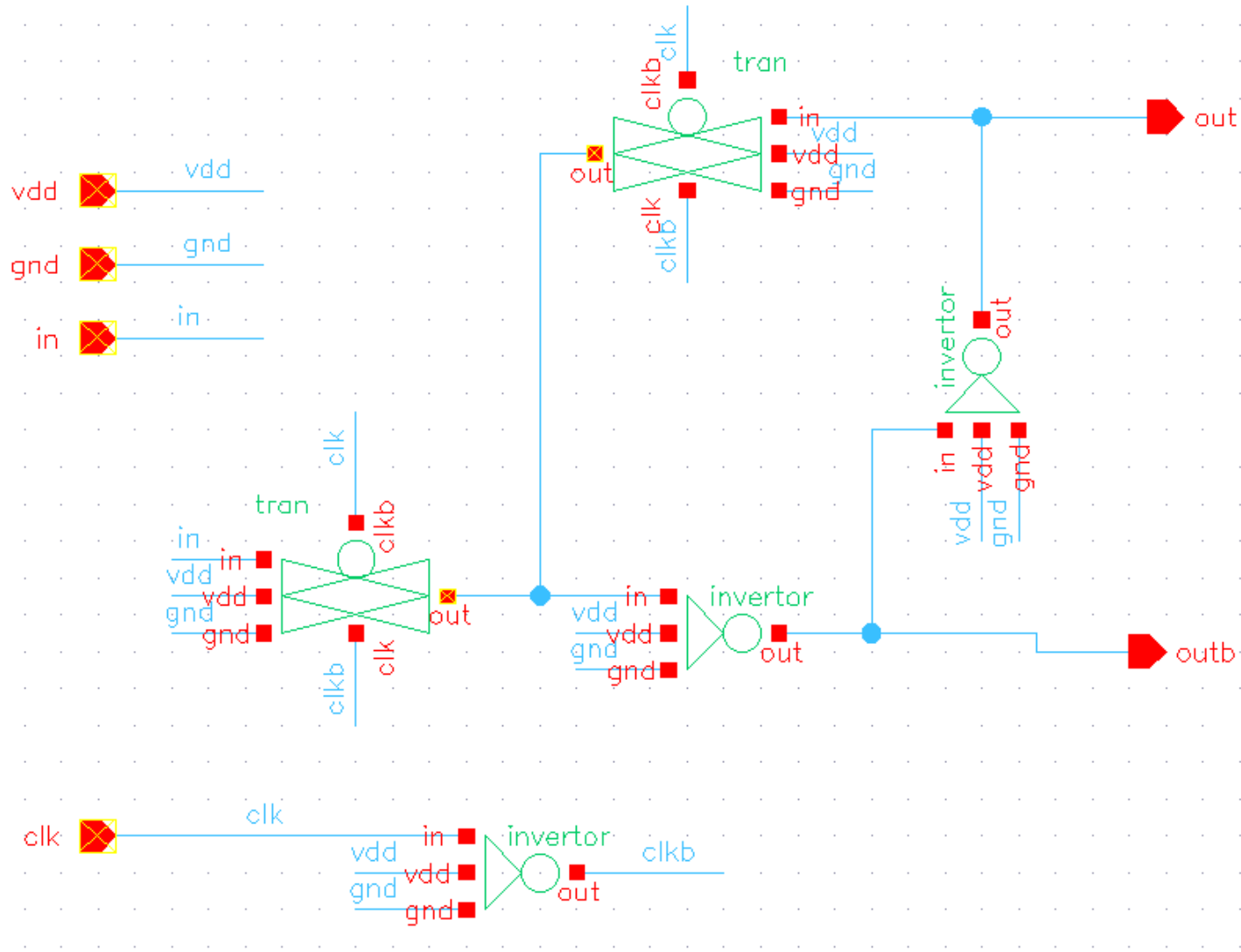


Figure 30 - Positive Edge Triggered Flip Flop Symbol

## Negative Edge Triggered Flip Flop



### Figure 31 – Negative Edge Triggered Flip Flop Schematic



## Neg Flip Flop

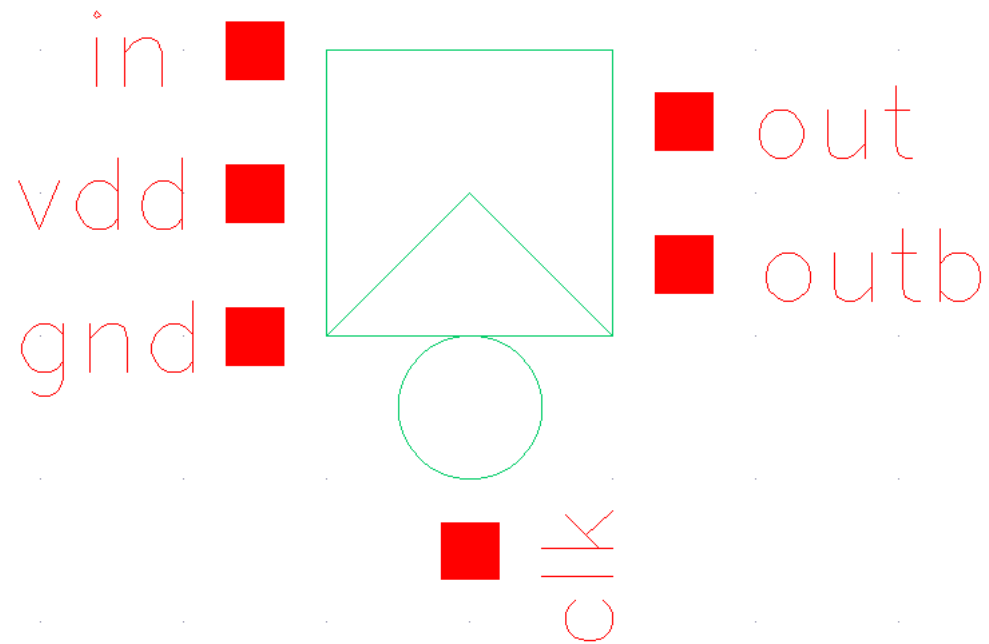


Figure 32 – Negative Edge Triggered Flip Flop Symbol

# Register

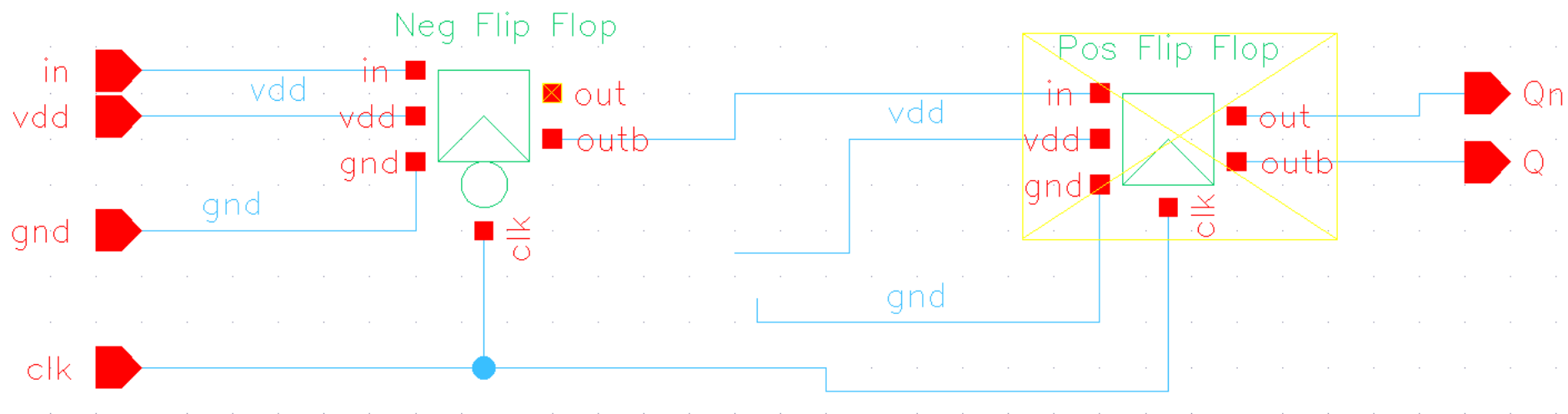


Figure 33 – Register/D-Flip Flop Schematic

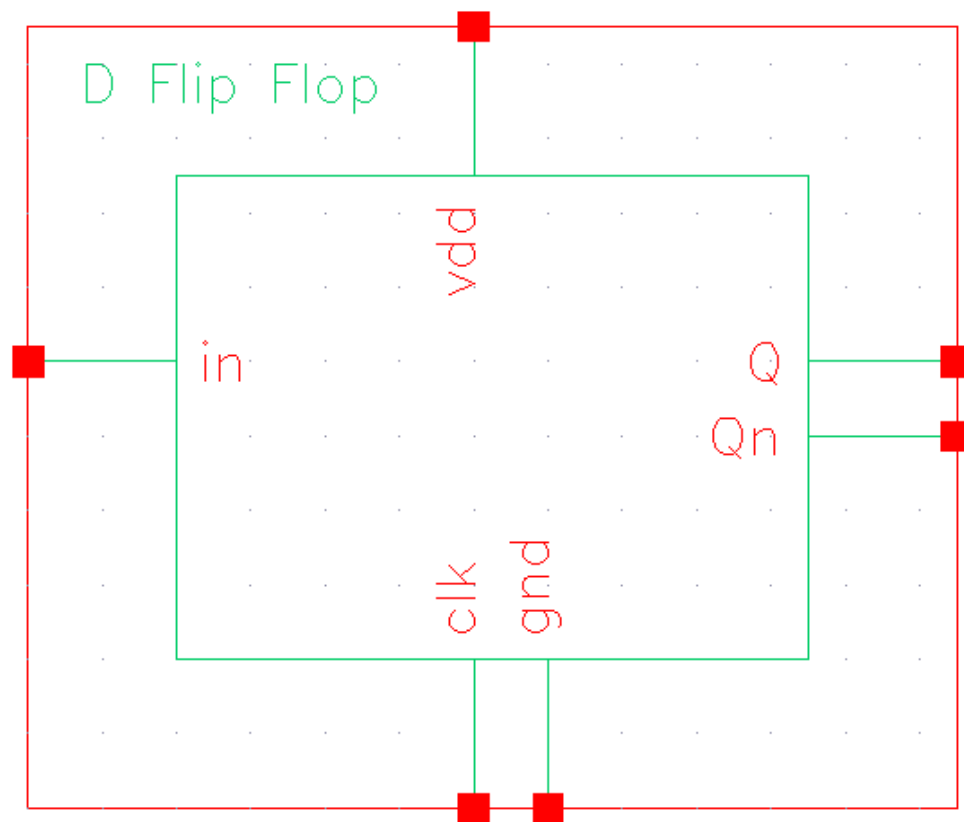


Figure 34 – Register/D-Flip Flop Symbol

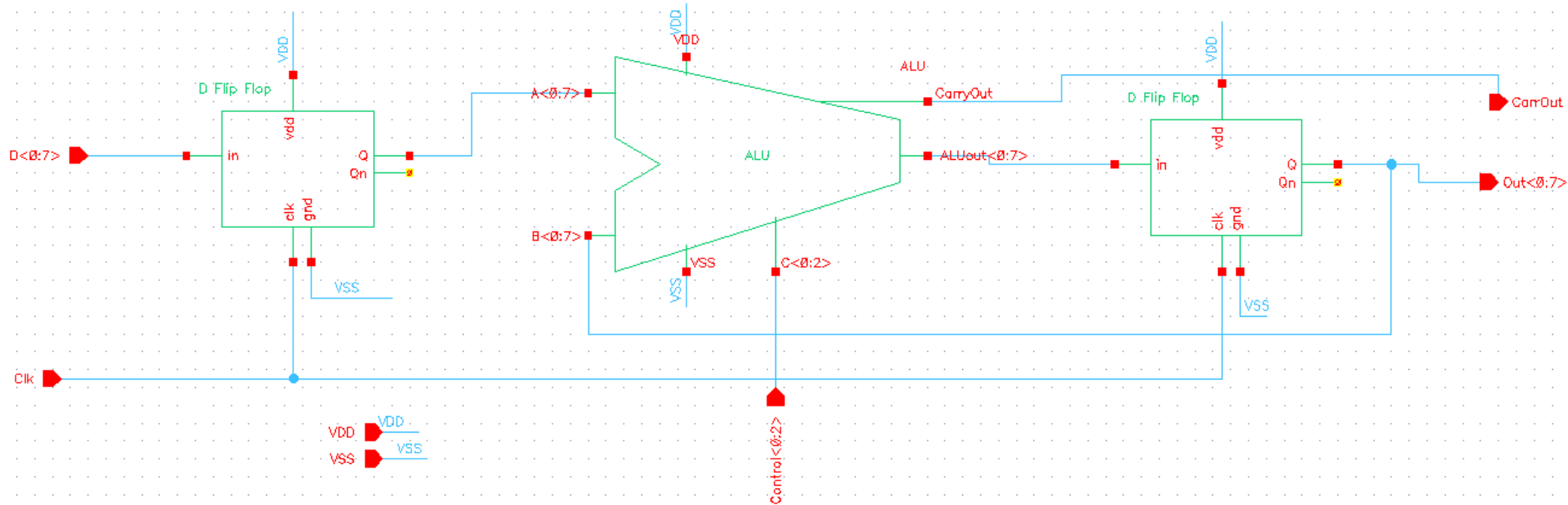


Figure 35 – Final Design Schematic

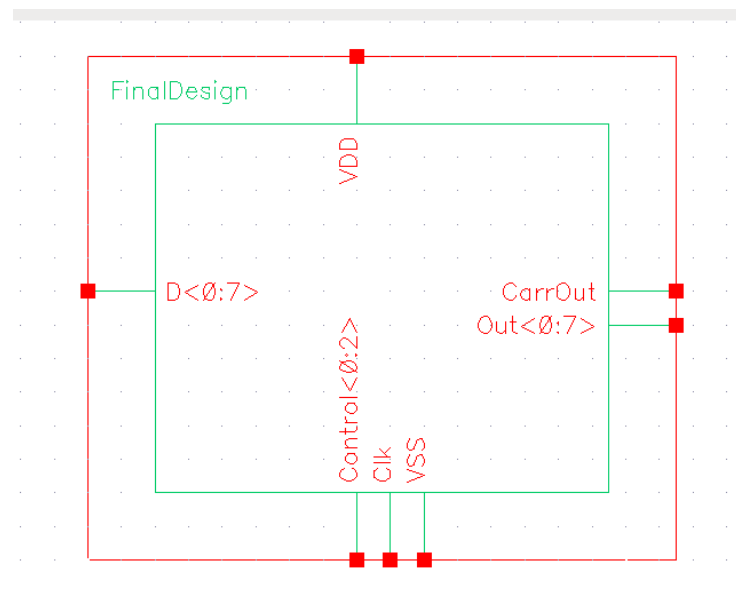


Figure 36 – Final Design Symbol

## **Simulation Plots**

**AND** – The first figure is without the two inverters after the inputs and the second figure is with the two inverters. We concluded that they are about the same

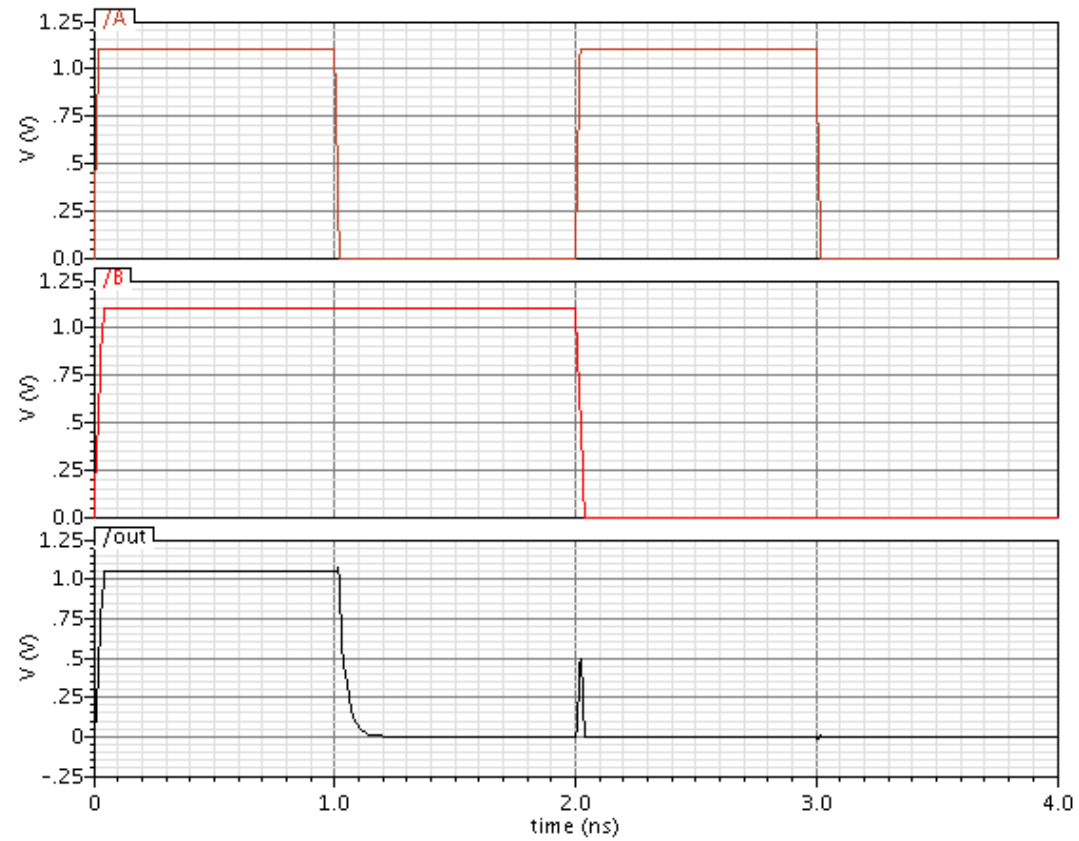


Figure 37 –AND Simulation

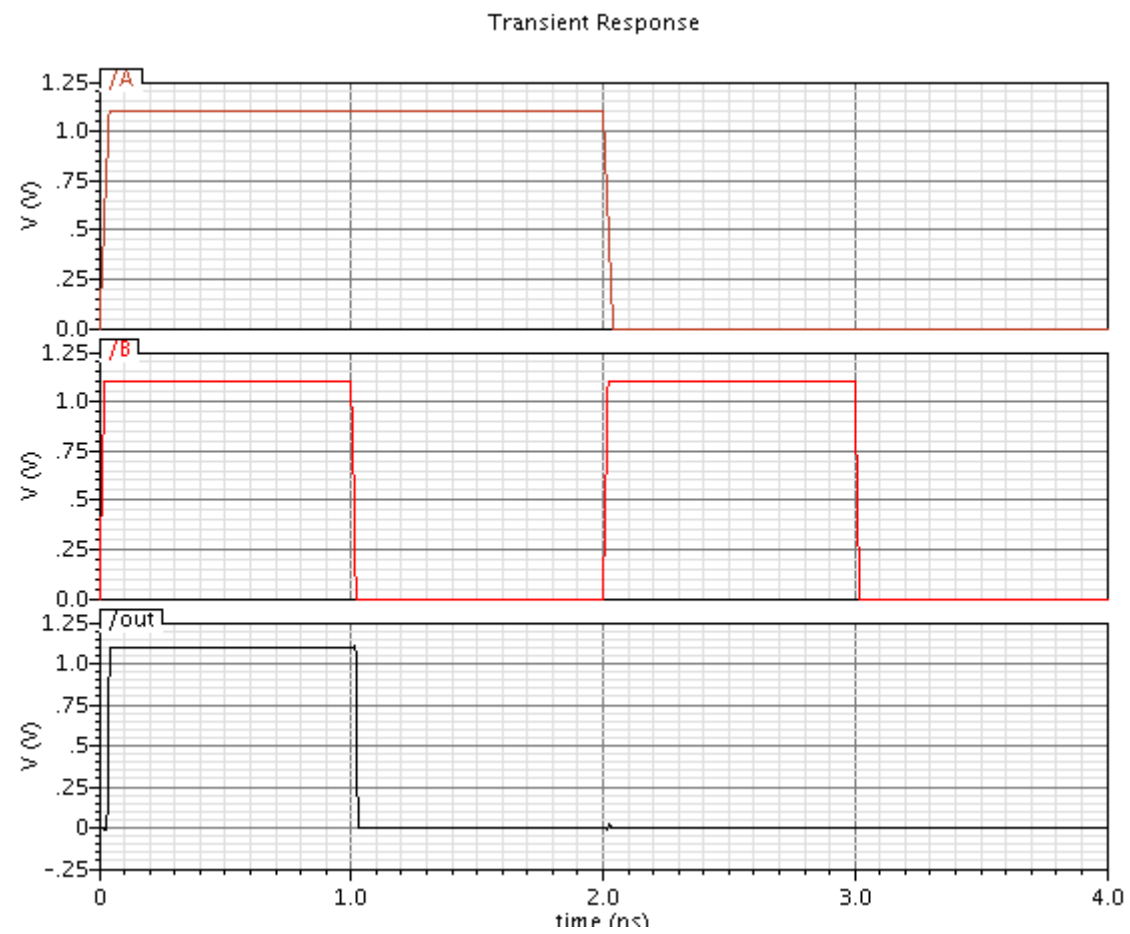


Figure 38 – AND Simulation w/ 2 Inverters at Inputs

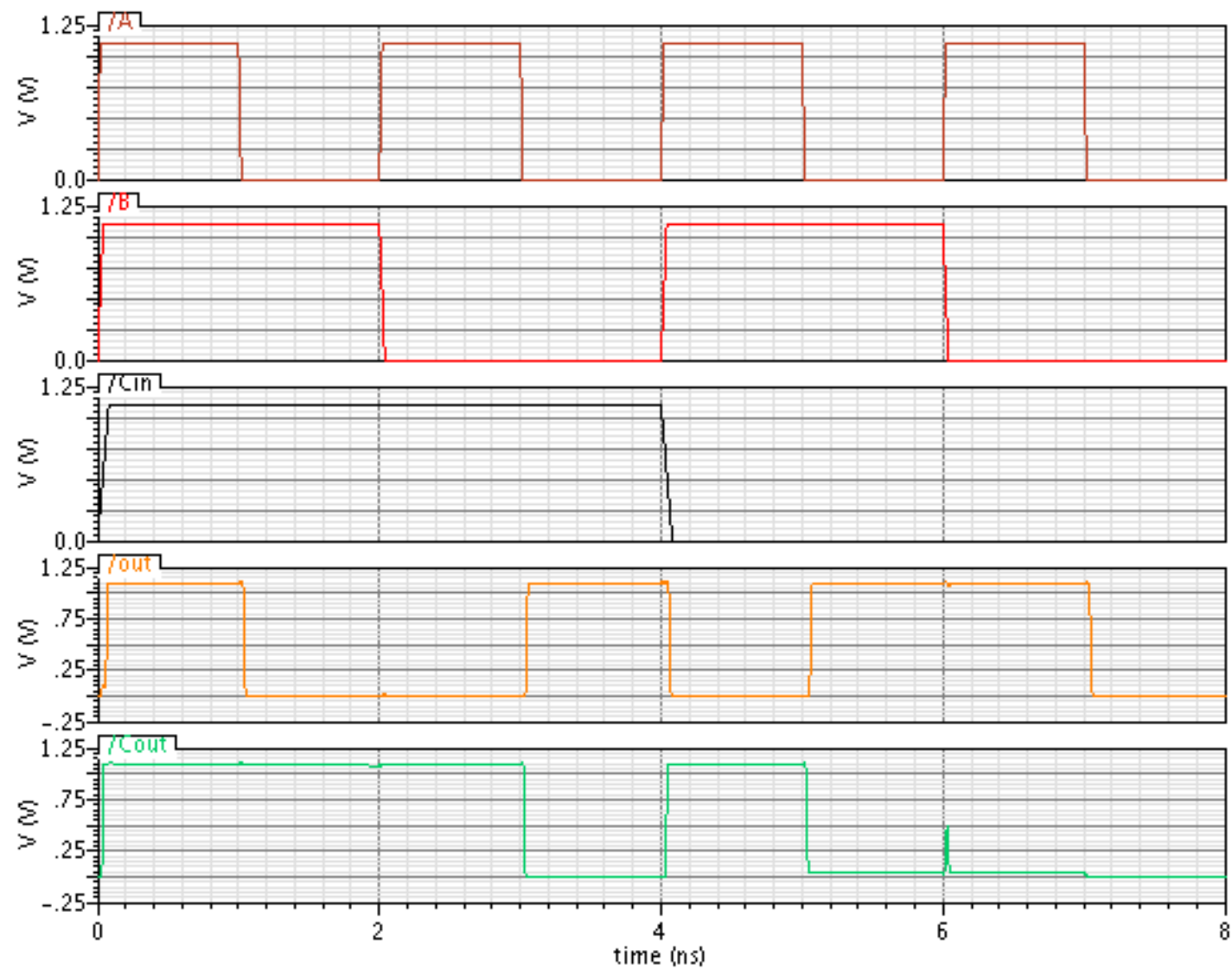


Figure 39 – Adder Simulation

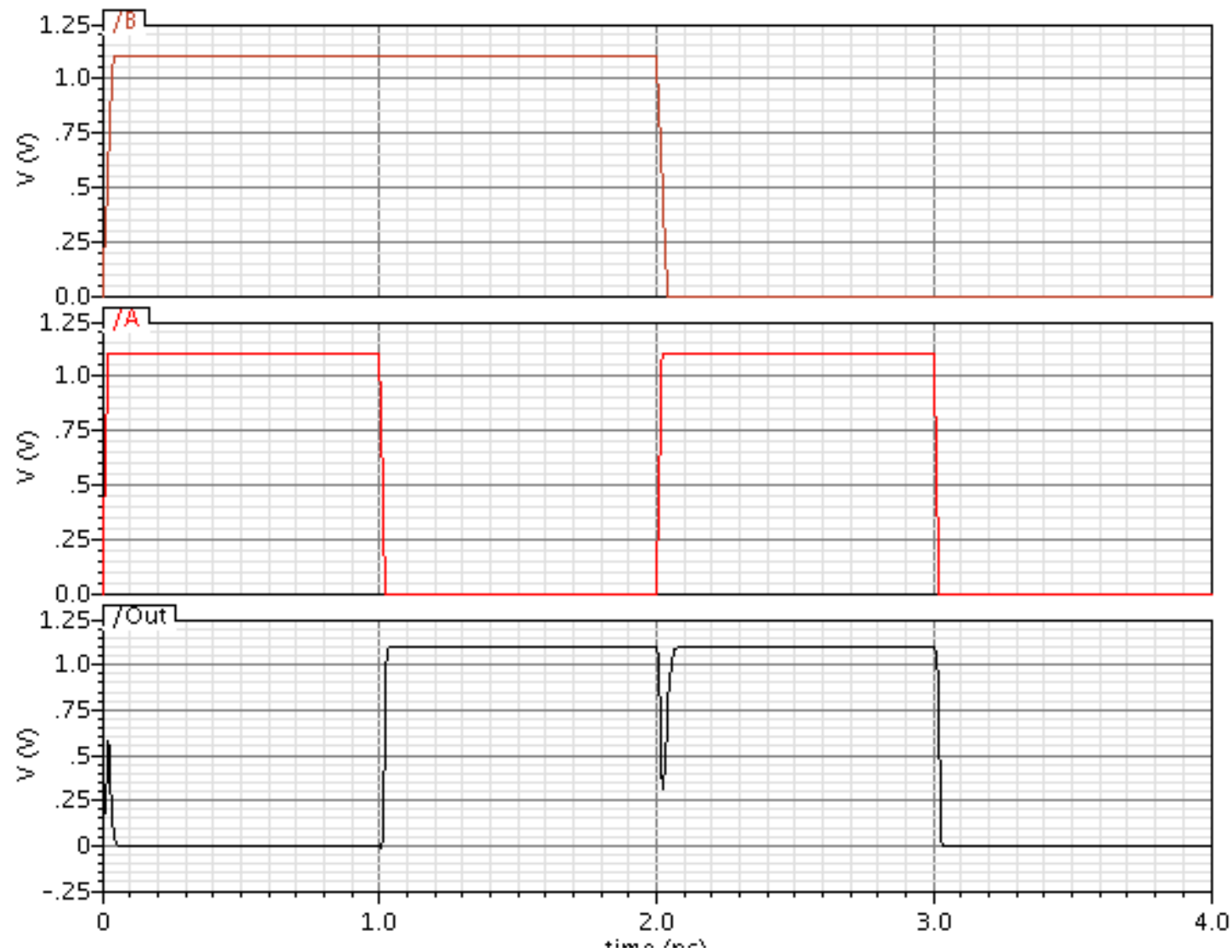


Figure 40 – XOR Simulation



OR

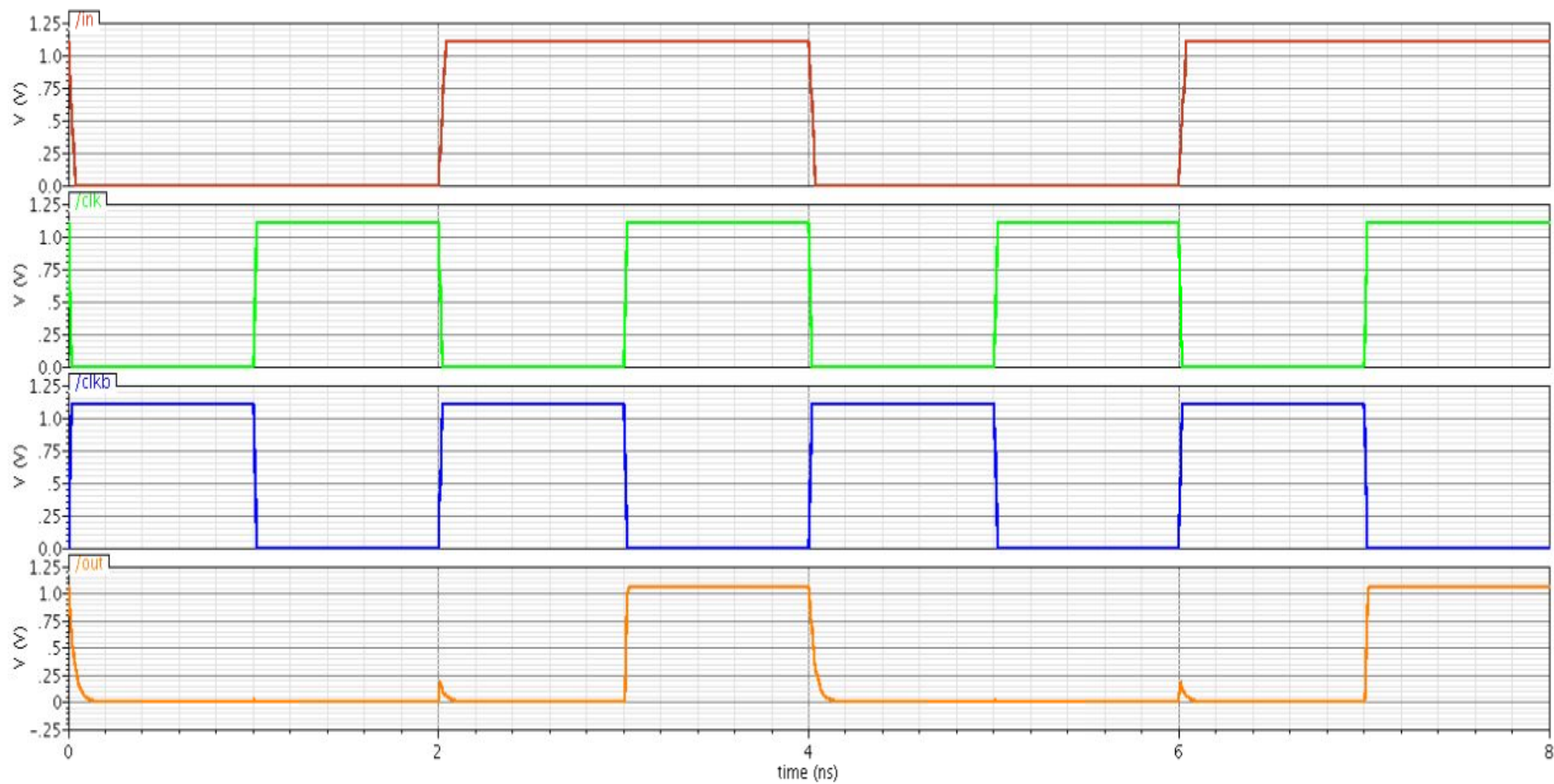


Figure 41 – OR Simulation

**8to1 MUX** – The first three figures show the propagation of D0 through the MUX with control bits 000 (c2c1c0) and all other inputs D1-D7 (first 2 figures) but for the rest of the figures these are omitted for space

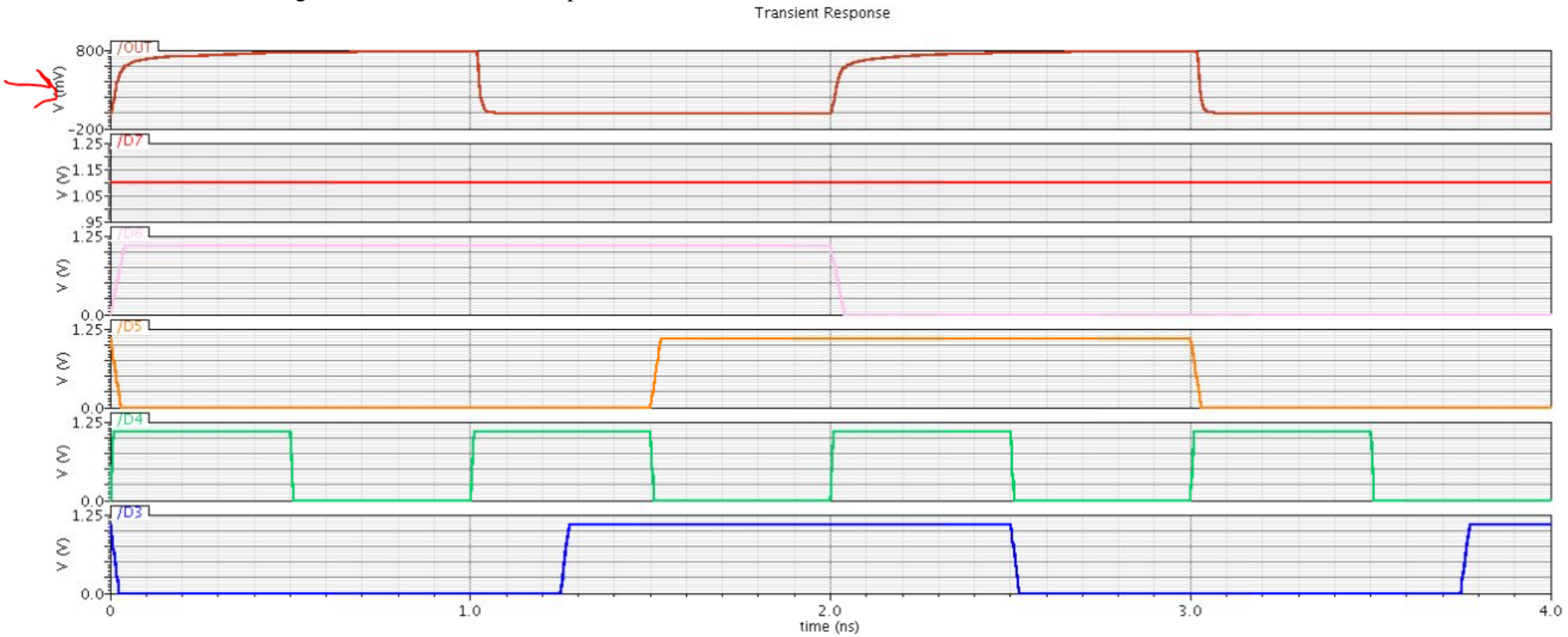


Figure 42 – 8to1 MUX Simulation w/ all inputs plotted (here: D3-D7); output is D0 Propagated

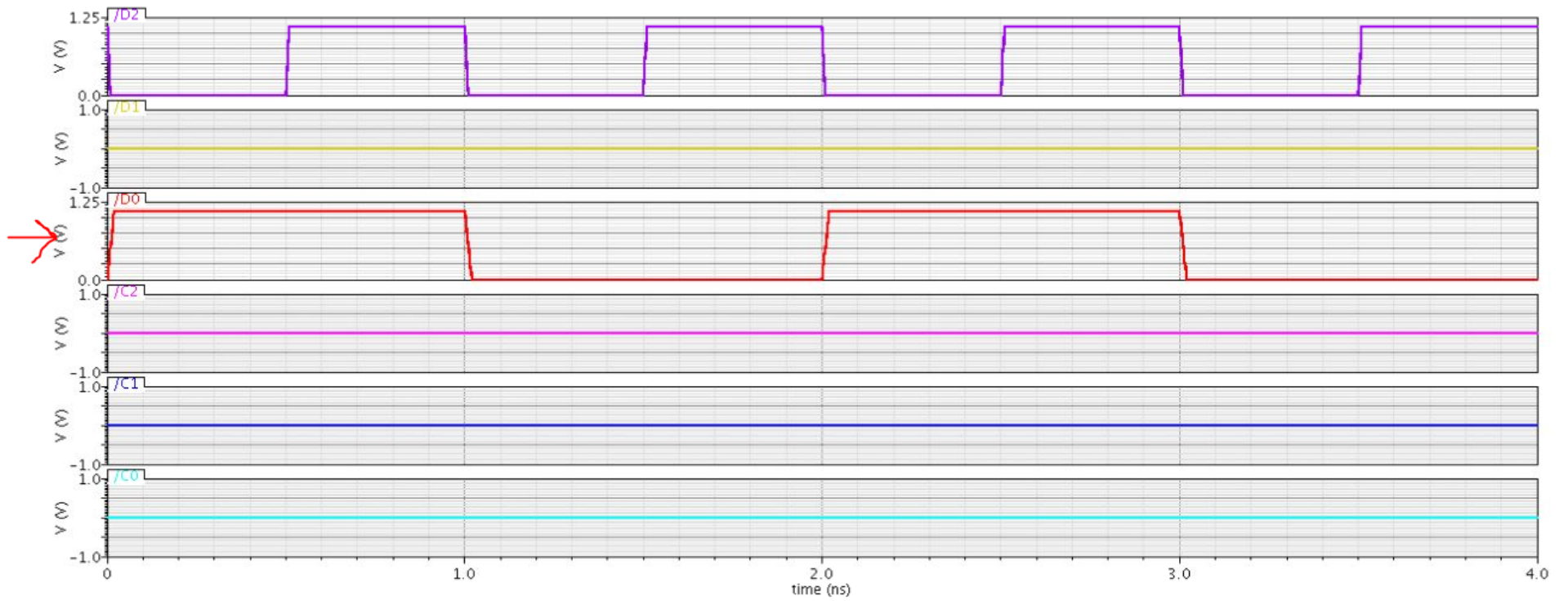


Figure 43 – 8to1 MUX Simulation w/ all inputs plotted (here: C0-C2 and D0-D2); D0 propagates to output

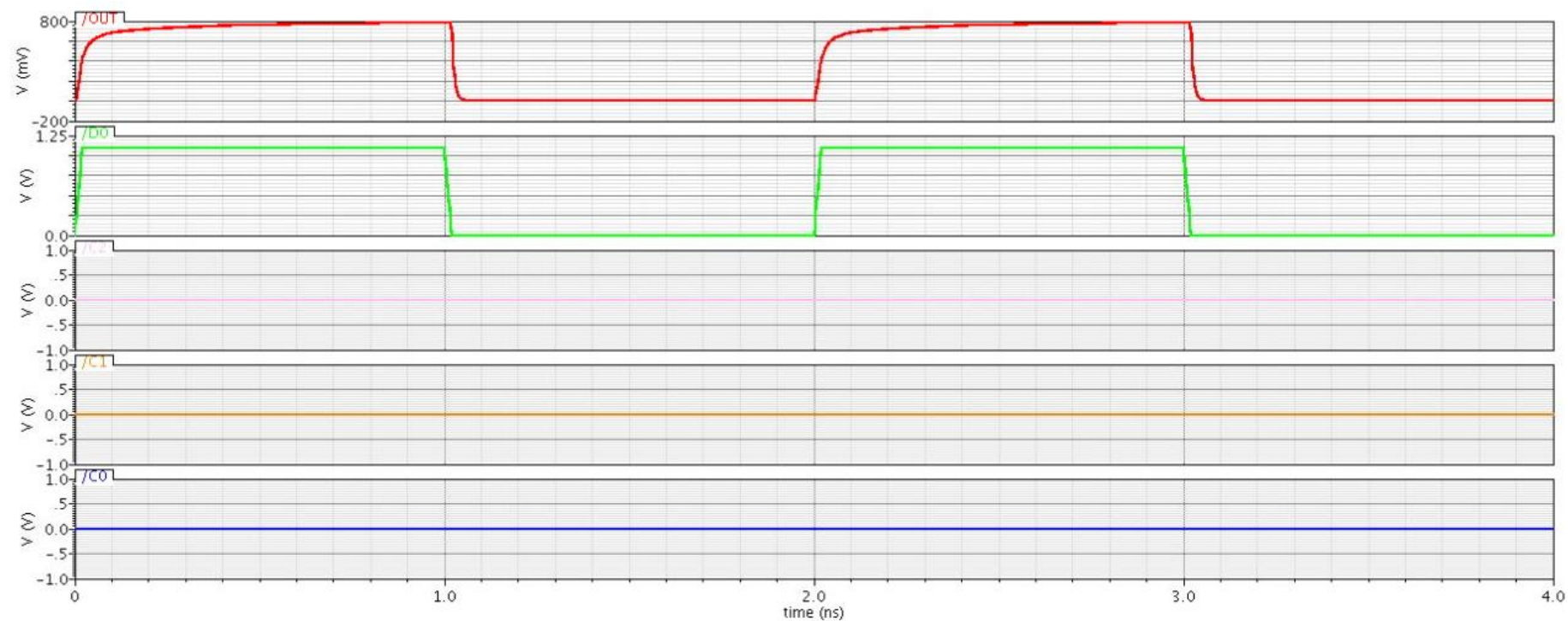


Figure 44 – 8to1 MUX Simulation w/ D0 propagating

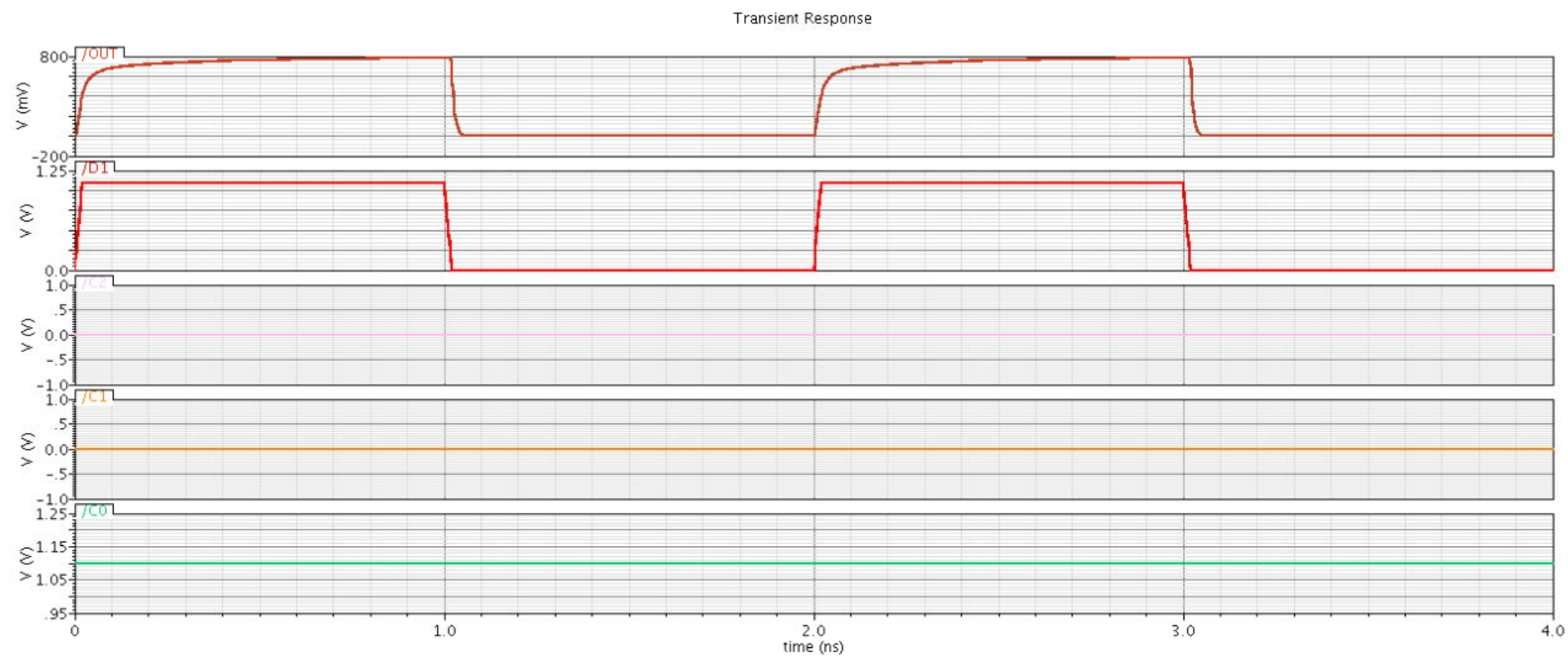


Figure 45 – 8to1 MUX Simulation w/ D1 propagating

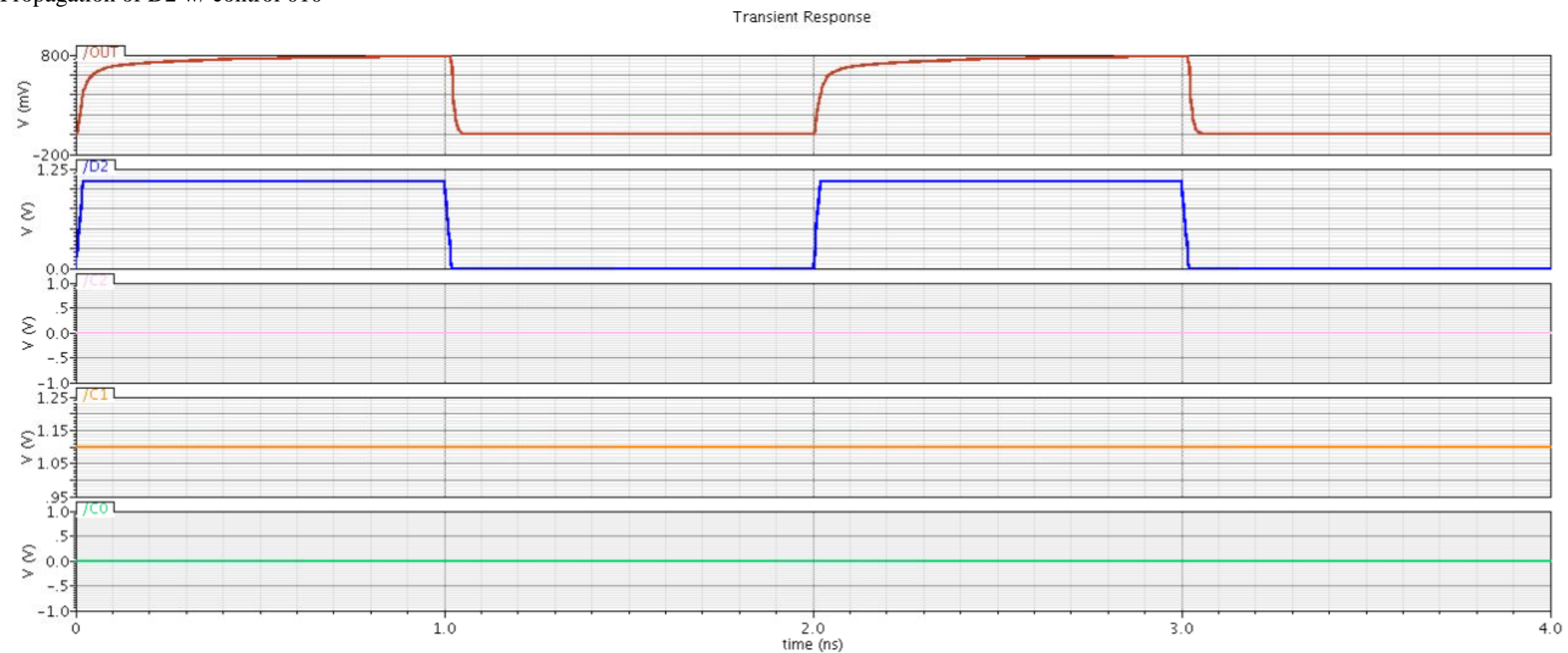


Figure 46 – 8to1 MUX Simulation w/ D2 propagating

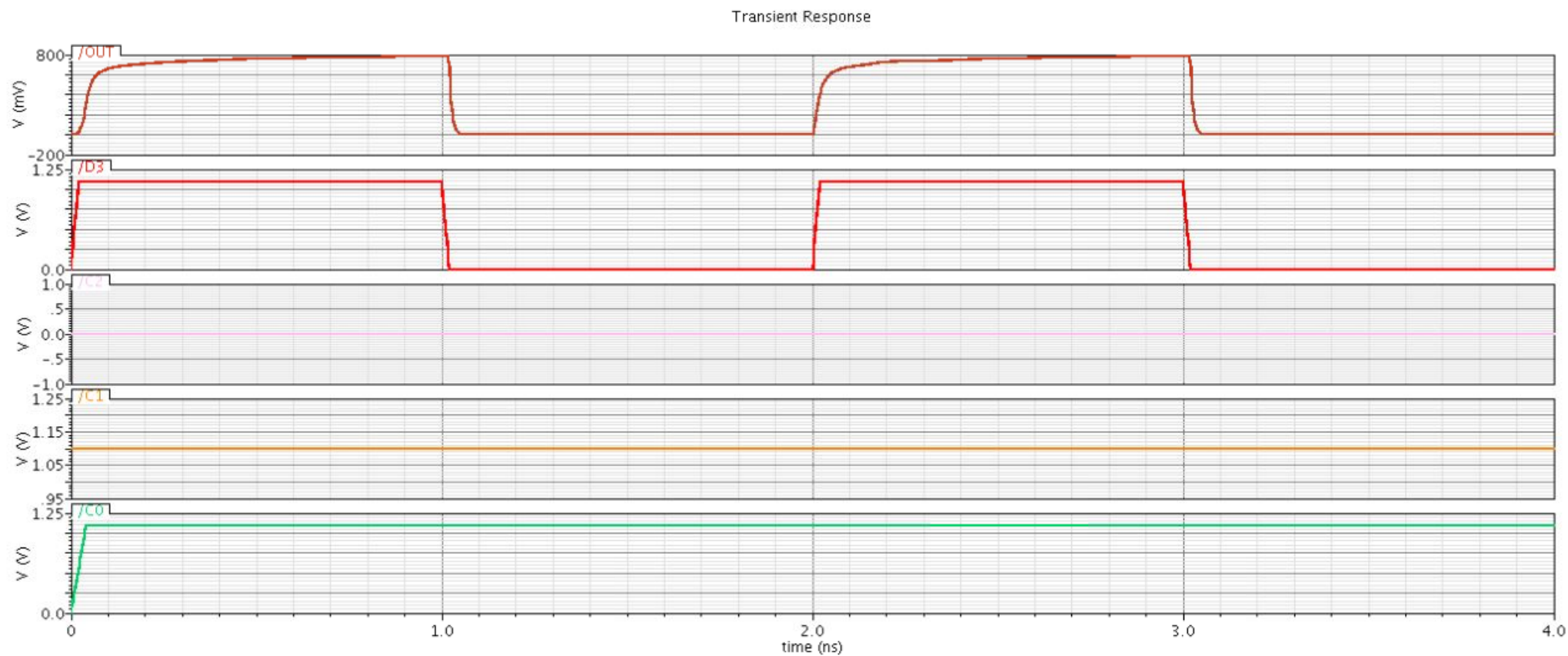


Figure 47 – 8to1 MUX Simulation w/ D3 propagating



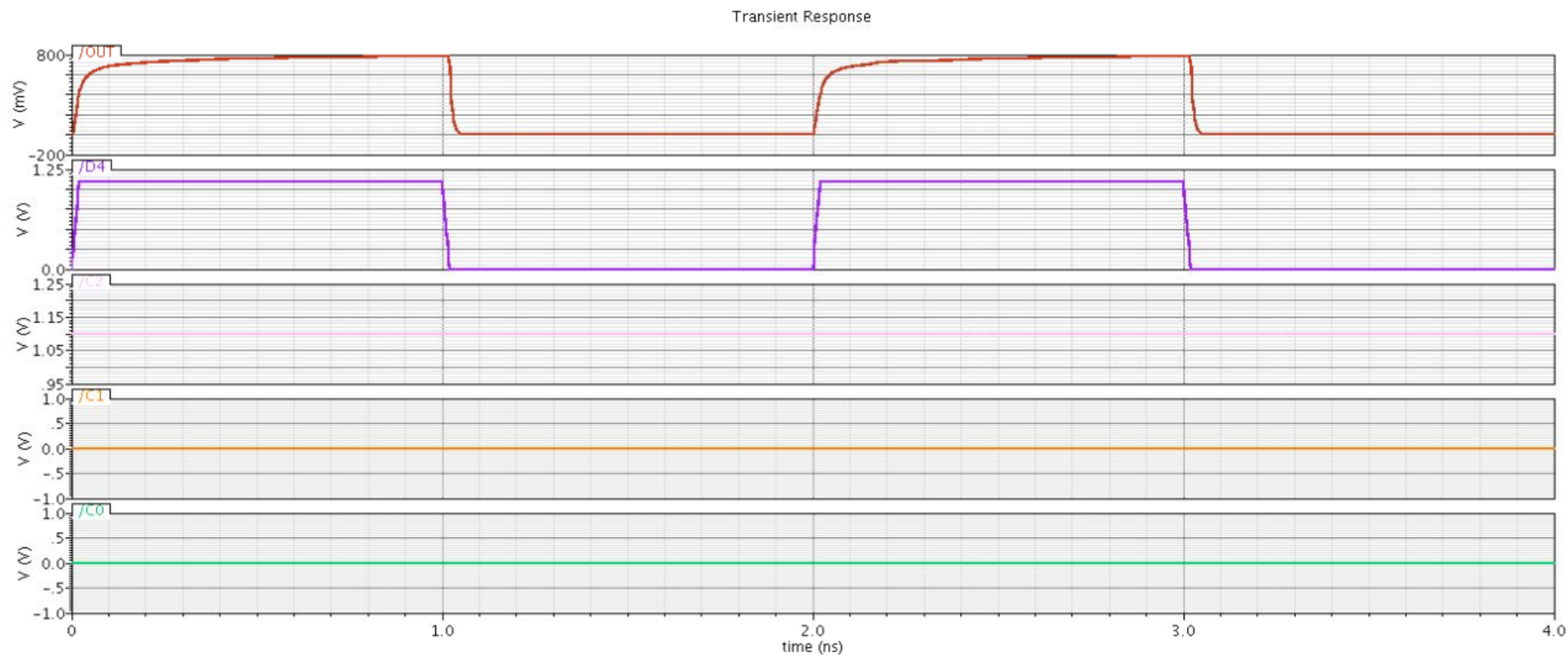


Figure 48 – 8to1 MUX Simulation w/ D4 propagating



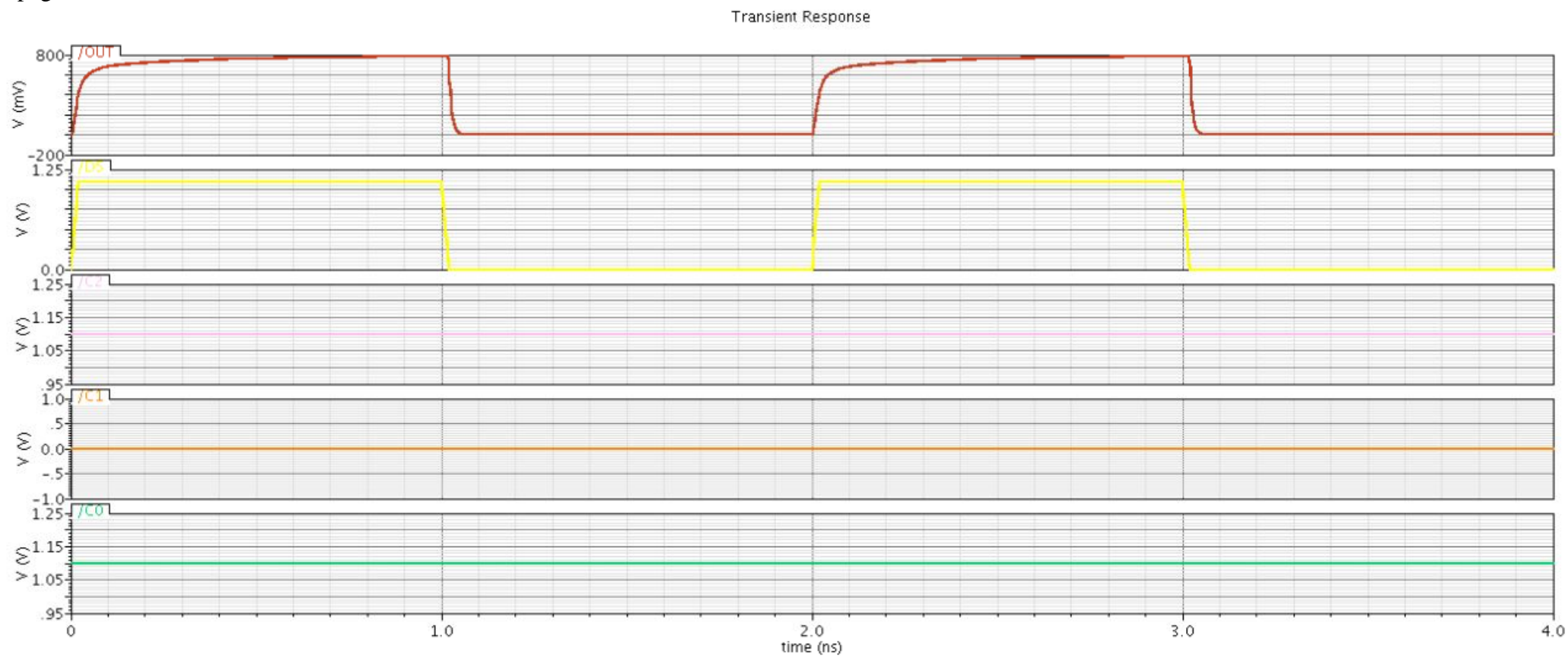


Figure 49 – 8to1 MUX Simulation w/ D5 propagating

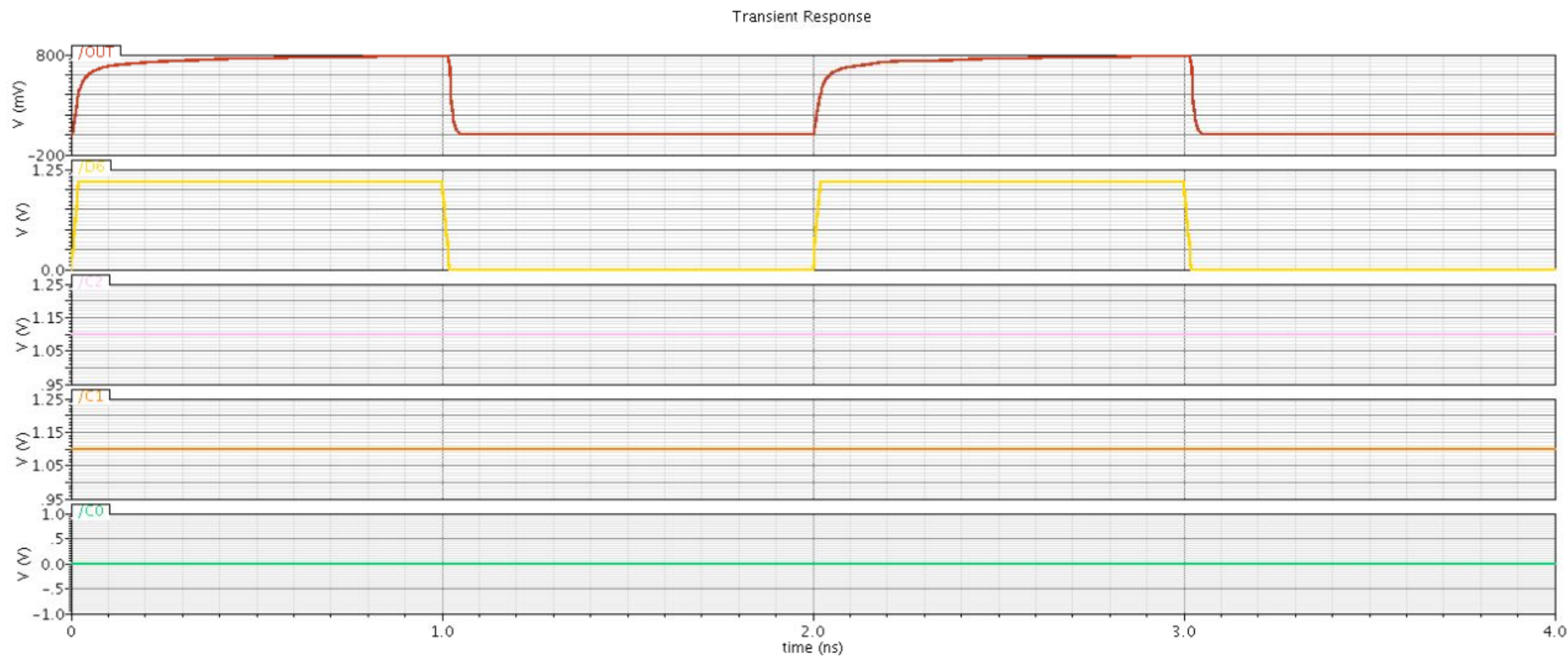


Figure 50 – 8to1 MUX Simulation w/ D6 propagating

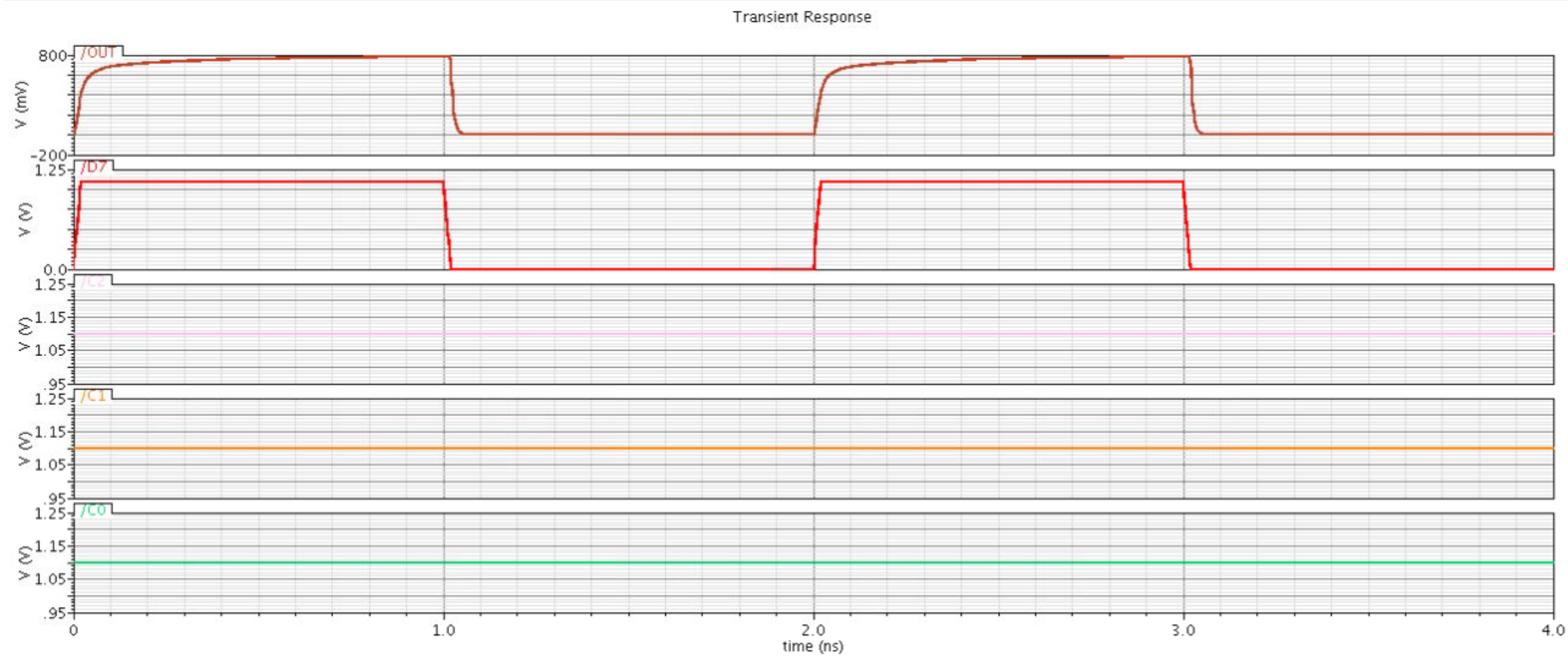


Figure 51 – 8to1 MUX Simulation w/ D7 propagating

Positive Edge Triggered Flip Flop

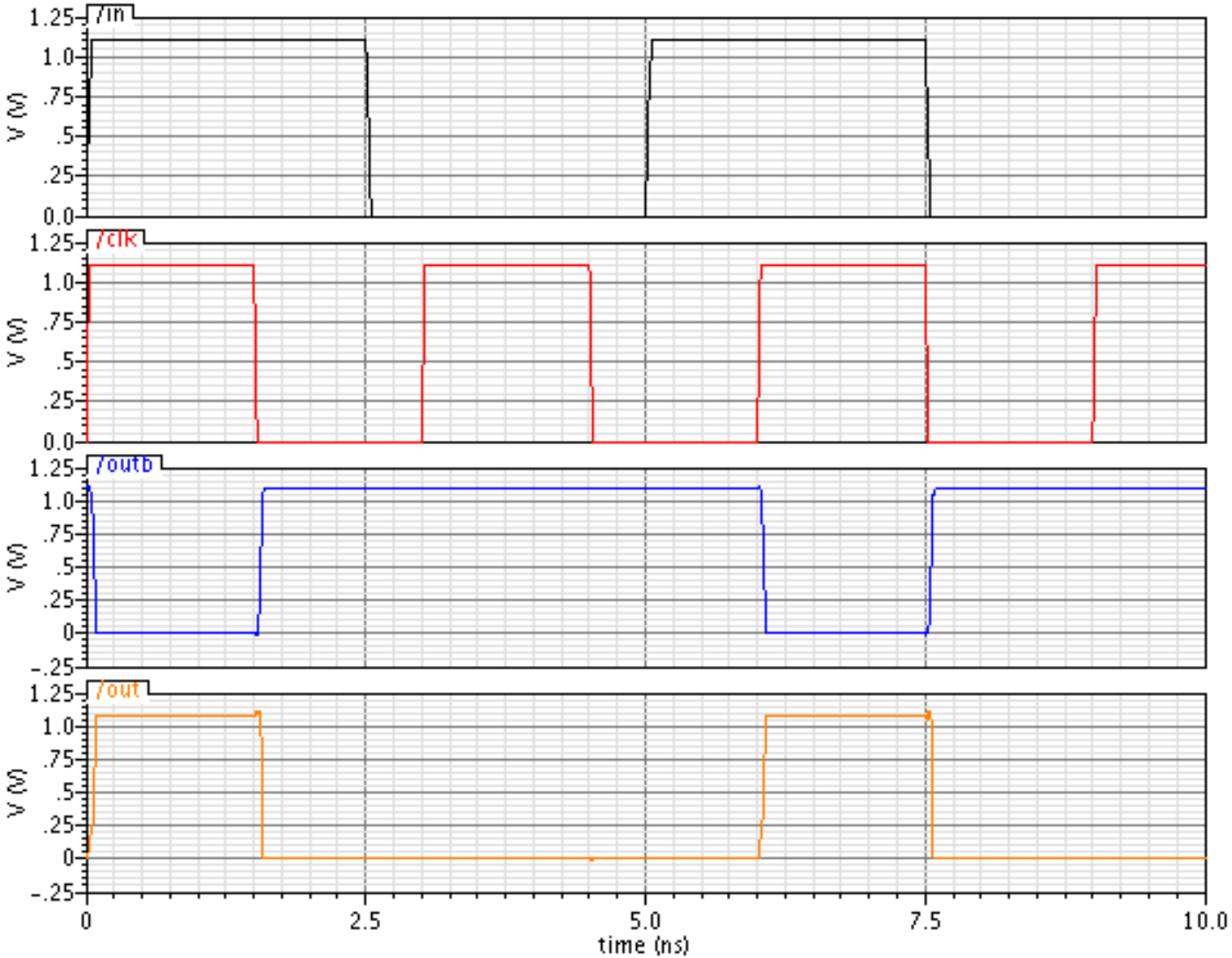


Figure 52 – Positive Edge Triggered Flip Flop Simulation

Negative Edge Triggered Flip Flop

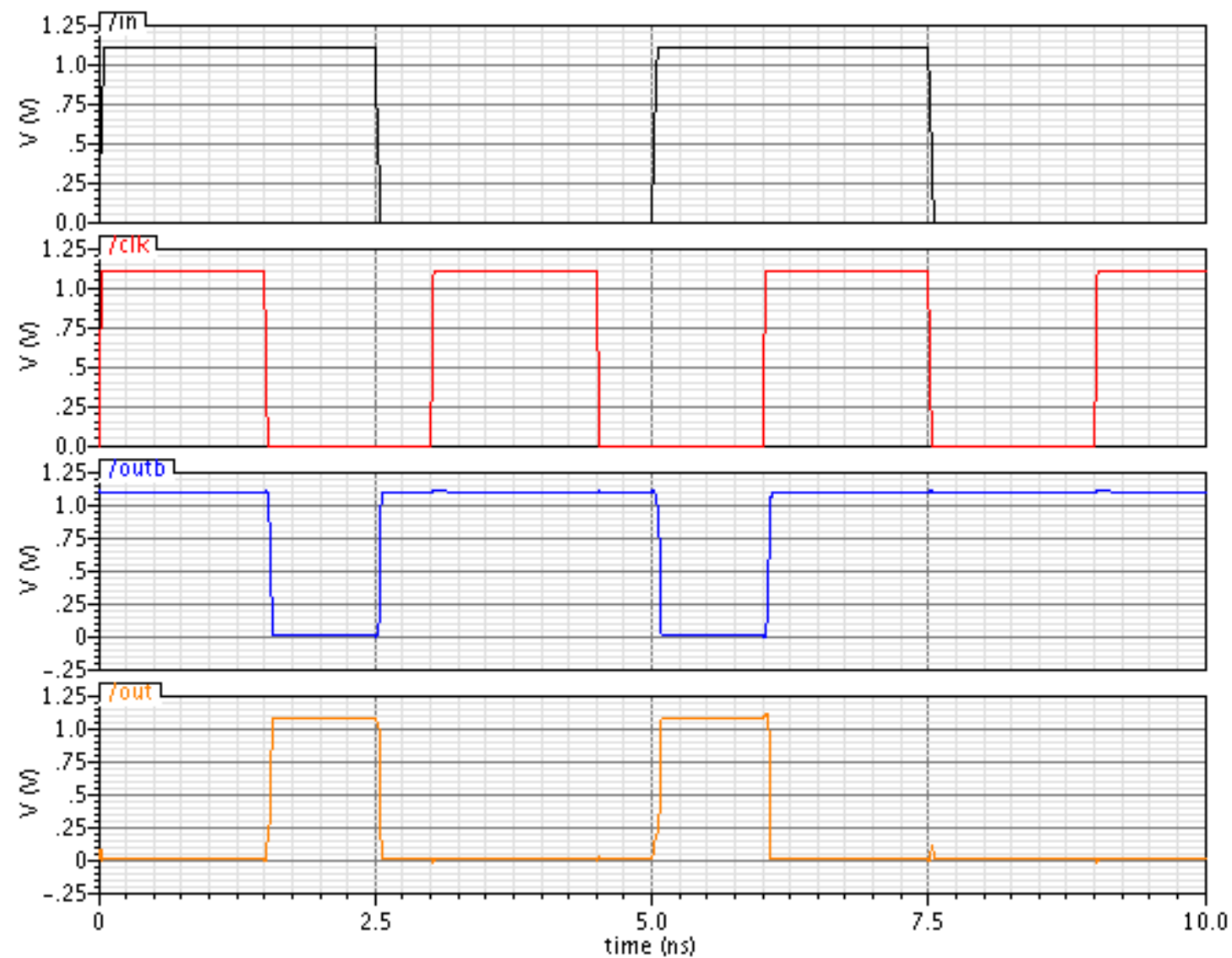


Figure 53 - Negative Edge Triggered Flip Flop Simulation